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VOLUME 3
ISSUE 1

PlayStation

Official U.S. PlayStation Magazine

Spyro 2
Ripto's Rage

Over

Official U.S. PlayStation Magazine Issue 25 (October 1999)

Games
Inside

Reviewed:
- Star Wars: Episode I
- Dino Crisis
- Final Fantasy VIII
- 4 PlayStation Football Games

October 1999
$7.99 U.S.
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It's not the size of your howitzer, it's what you do with it.
TEEN
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AGES 13+
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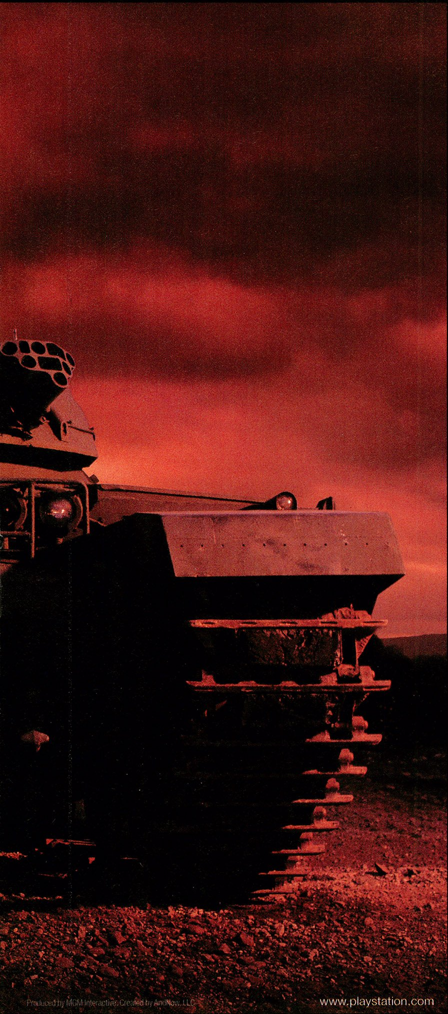

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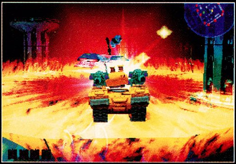
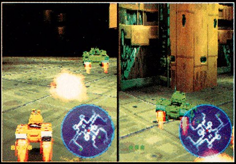
TINY TANK™

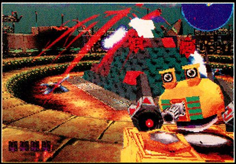
The Tiny Tank with the Big-Ass 'Tude.



Tiny may have the body of a vending machine, but he's got the spirit of a rottweiler.



Think Tiny packs a powerful punch? Try the ultimate destruction of the two-player, death-match mode.



Ever seen a pack of itsy-bitsy piranha devour a water buffalo? Size is a poor indicator of annihilation potential.

Chaos has struck Sentrax, the world's largest defense contractor. And now its evil robots are destroying the earth. Mankind may not make it to the 22nd century. The only hope is a bright yellow tank the size of a riding lawn mower. Can Tiny, with his 80mm cannon, Gatling guns and assorted rocket launchers save the human race? Maybe. But even if he can't, he's gonna piss a lot of people off in the process.

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PlayStation screen shots shown.

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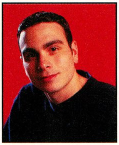

Kraig is frantically trying to finish the franchise season of Madden so he can clear enough room from his schedule to play some You Don't Know Jack! and Crash Team Racing. Oh, the cruel hardships of writing for a game magazine!

Too Many Good Games In Not Enough Months

I looked down the final roster of reviewed games in this issue, and I just couldn't believe the amount of high-quality, blockbuster PlayStation titles that we had to squeeze into the reviews section of this magazine. It almost isn't fair. Usually we have one big-name game to review, maybe two, but not this time—we're setting some gaudy records here.

To some extent, it's to be expected. Now that video gaming is a form of mainstream entertainment (even more than ever, thanks to the PlayStation), it's natural that it's evolving to behave more and more like one. Hollywood likes to pack all of their high-profile movies into a three- or four-month period that we like to call summer, and likewise, the gaming industry follows suit by flooding the market in August to December.

Consider this lineup of games, which should be hitting stores within the next two months: Metal Gear:VR Missions, Final Fantasy VIII, Pac-Man World, Soul Reaver and Dino Crisis. That isn't even to mention the high-profile sports games (four football games within four weeks) and the handful of titles that just missed our issue. The second wave of heavy hitters—Resident Evil 3, Tomb Raider 4, Crash Team Racing, Spyro 2, Gran Turismo 2 and Twisted Metal 4—are just a little further down the road. And I haven't even mentioned another 20 or so games (many in this issue), all of which are good but just aren't blessed with name-brand recognition yet.

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The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by ZD Inc. through an exclusive arrangement. As such, *OPM* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

It's gotten so crazy that companies are now battling themselves for your gaming dollar by flooding a particular niche. For example, 989 Studios released their football games (GameDay and GameBreaker) at the same time in August, and Electronic Arts did the same with Madden and NCAA Football. Once upon a time the college games were spaced out from their NFL counterparts. Moreover, Eidos is preparing to launch three games that are very similar to one another—Fear Factor, Soul Reaver and Tomb Raider 4. Even though they have their own distinctive look, chances are you'll only buy one of them no matter how good all three of these adventure games turn out to be.

It doesn't have to be that way, however. Titles like Syphon Filter and the recently released Driver have proven that a great game will sell bazillions regardless of when it's released, as long as it is handled properly. I expect that a few companies may take notice, but unfortunately, most will continue to stick to their tried-and-true holiday gameplan, from which they will almost never wander from.

On the positive side, this glut of quality blockbusters proves that the current PlayStation still has more than enough steam left in it to carry us over gracefully to the PlayStation 2, which isn't all that far away now (in fact, look for a lot more info on it in our next issue). It's just too bad that a lot of good PlayStation 1 games are going to cannibalize each other in the interim.

Kraig Kujawa
Editor-in-Chief

Official U.S. PlayStation Magazine

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Dale Strang

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SOUL OF THE SAMURAI

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MATT VASGERSIAN
San Diego
36
80
BETTIS
36
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20
40
30
50

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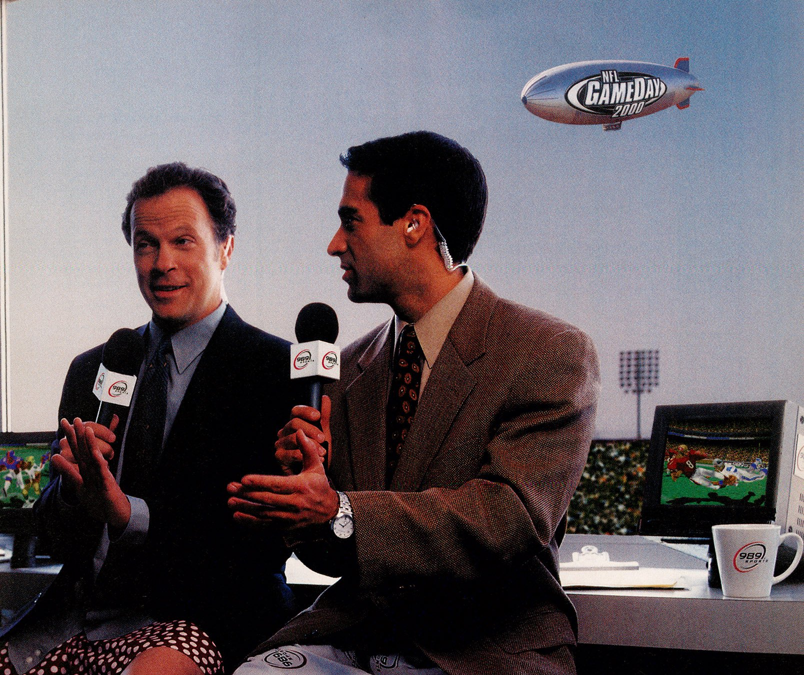
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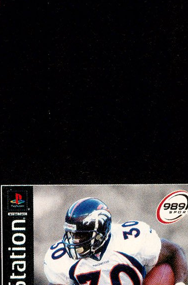
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EARLY CHILDHOOD RATING: Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

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TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

ESRB Rating System: www.esrb.com

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EXPERT GAMER

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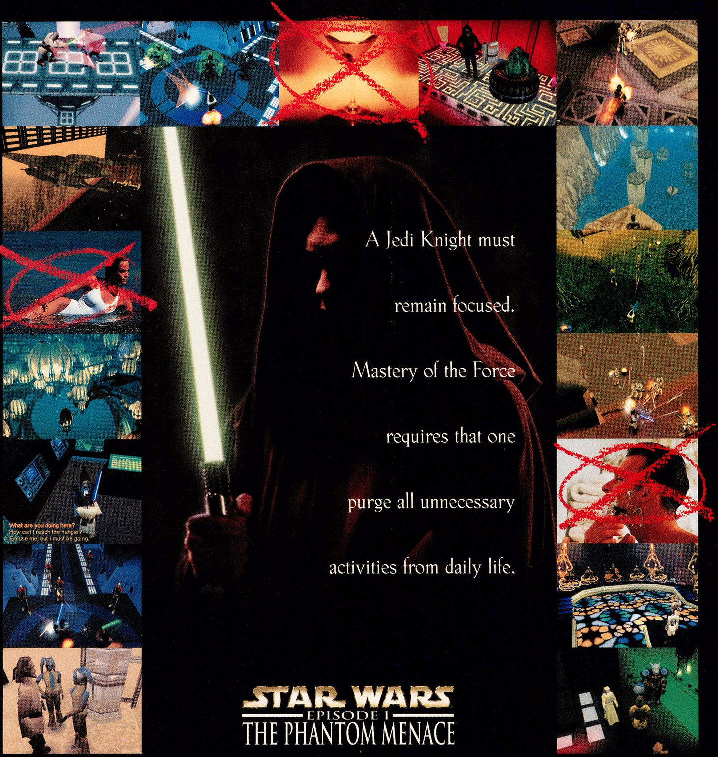
A Jedi Knight must
remain focused.
Mastery of the Force
requires that one
purge all unnecessary
activities from daily life.
What are you doing here?
How can I reach the hangar?
Excuse me, but I must be going.
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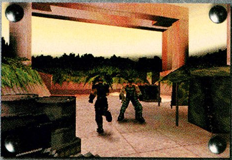
Your partners didn't make it to this mission. So waste anything that moves.



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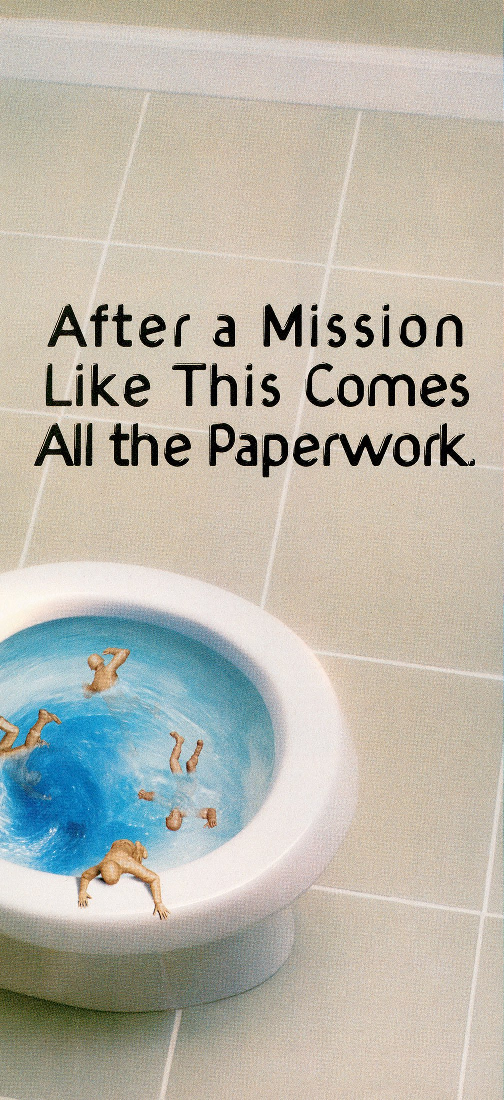

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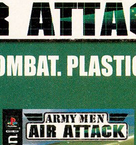
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AIR ATTACK
PlayStation
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Spyro 2.0

Come with us as we explore the newly expanded universe of everybody's favorite mini-dragon. Learn what new tricks Spyro has in store for unwary adventurers.

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Crash Team Racing

Crash is back, but not like you've ever seen him before. Have a look at Naughty Dog's promising new take on cart racing in our in-depth preview.

48

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You read about the rivalry last month, now it's time to find out about how Madden NFL 2000 and NFL GameDay 2000 fared on the brutal PlayStation gridiron.

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HUGE FFVIII Strategy!

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Irvine 5190

If it's in Final Fantasy VIII, it's in this guide. Don't bother buying an expensive fluffy strategy book, we have everything you need right here. Trust us.

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Learn how the next PlayStation is expected to compare to...that...other... system, and find out what happens when Bugs Bunny and Elmer Fudd share a tender moment.

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It's an RPG extravaganza this month in International. We've got new pics of Dragon Quest VII and the first screens of Breath of Fire IV and the spectacular Valkyrie Profile.

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Check out our reviews of the biggest games of the year: Final Fantasy VIII, Soul Reaver, Pac-Man World, Dino Crisis and Metal Gear:VR Missions! It doesn't get any better than this.

100

Tricks

SELECT RACER

Unlock the secret characters in Chocobo Racing, go big in NFL Xtreme 2, open up all the levels in Bugs Bunny: Lost in Time, and get tons of cheats for NCAA Football 2000.

158

g.e.a.r.

Set yourself up to game in style with the some nifty new home furnishings made with the gamer in mind. Plus, take a look at some supercool PaRappa the Rapper toys.

162

Demo Disc

It's a tough call, but we think this is our best demo disc ever. Makes you glad you bought the issue, eh? Metal Gear, WipeOut 3, Pac-Man World, Toy Story 2, Jet Moto 3. Simply arousing.

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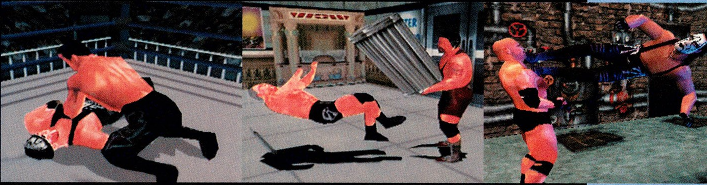

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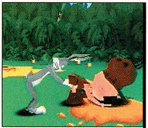
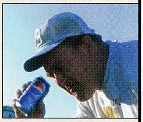


"Hey, Doc, are you sure the last Pokémon is in here?"
Darshaun Ridgeway
D-Way@webtv.net

Now you too can have your shot at history with the OPM Caption Contest! Every month, we run a game-related picture or screenshot. Your job is to write a humorous caption for it and submit it to us at any of the addresses on the following Letters page. The winner will be chosen by the following scientific method: We'll read them all, and the one that makes us laugh our asses off will get a sparkling new game or game-related item. Now, see what you can do with this pic:



[You didn't really think those were the official rules, did you? For all the legal stuff on this and our other contests, please refer to page 137.]

Fantasy or Reality?

Dear *OPM*,

I've heard a lot of talk about a new Final Fantasy in the works, and that it will be released on the current PlayStation instead of the PlayStation 2. You yourselves put photos of people blocking their computer screens that have FFIX on them. But I've read other magazines that had sketches of possible characters for a new Final Fantasy. I've also heard that Square's president has said that a Final Fantasy is in the works for the next-generation PlayStation. That left me confused. But then I looked closer at the sketches and saw that there was writing below the figures that named job classes (Dark Knight, Viking, Bard, etc.). So I think that in a few months we'll hear that Square is developing Final Fantasy Tactics II for the PS2. Although I could be way off, I would jump at the chance to get another Tactics.

Michael Cosand
via the Internet

Those sketches you saw have been floating around the internet for months now. Some folks got hold of them and decided that the game must be FFIX. We were a bit more skeptical, and when we took a close look at the sketches we came to a similar conclusion as you: They look a heck of a lot more like a Tactics game than FFIX. The class names fit, and the art is very obviously in the style of the character art from the first Tactics. Whether it will be for the current hardware or PS2 is anyone's guess. But even if it is coming, don't assume that rules out the chance of FFX also being in the works. If FFIX is actually on track for a 2000 release, FFX may very well be in the early planning stages already.

Somebody Call a Doctor!

Dear *OPM*,

I recently read your August issue and saw the Game Doctor. I have checked with several different stores in my town and we have none. I would really appreciate it if you could let me know how I may obtain this item.

mcnjn@aol.com

Wow, we could hardly believe how many requests we got for more info on this device. If you want to order a Game Doctor, call Digital Innovations at 1-888-SMART58, write to them at 906 University Place, Evanston, IL, 60201, or visit their Web site: www.digitalinnovations.com.

Letter of the Month

Dear OPM,

I want to tell you how ticked I was with your August '99 issue of OPM. I loved the issue, every word of it...until I got to page 26. I was reading the "Lunar Landing on PS2" and I was very excited about it. Then I read "The Rub," where you said "Hmmmm...aren't they going about this all wrong? Shouldn't Working Designs first release Lunar 3 on a doomed system—like, say, Dreamcast..." And this remark engulfed me with disgust. I immediately threw down the magazine. Maybe the Dreamcast is doomed, but you could at least let it be RELEASED before you dump on it! The Sega Saturn had some GREAT games that the PlayStation will never have. And it looks like the same thing will happen with the Dreamcast and the PlayStation and PlayStation 2! There are quite a few games just at launch that are gonna kick some major buttocks!

I dare you to actually print this in your OFFICIAL PlayStation Magazine—but I doubt it will happen, because you can't have anything good about any other system in there. It could cost you your jobs, right? But before I leave, chew on this: Without Nintendo, Sega, and some other companies with "doomed systems," the Sony PlayStation may never have come along, and you wouldn't have the jobs you have now.

Anthony Ellis
Slidell, LA

Please understand that the statement you quoted was meant in fun. Obviously it's too early to foretell Dreamcast's fate—because, as you indicate, it's the *games* that make the difference. But you should also understand that smart developers are more likely to develop for the most popular system, and right now Sega's reputation isn't all that hot. Throw the impending release of the PS2 into the mix and it becomes clear that Sega is indeed in a precarious position. So the joke may not be too far from the truth after all.

Do you think you have what it takes to write the Letter of the Month? Send us your timely, original, well-written video game expositions (you don't even have to agree with us!) and you too could win an official OPM Box of Joy. New surprise goodies every month!

Can You Do Our Job Better Than Us?

***OPM* is looking for talented individuals who know the PlayStation, its games and its culture. If you're a good writer with a sense of humor and a passion for playing games, then we want to hear from you! Mail all résumés and writing samples to:**

OPM Jobs
P.O. Box 3338
Oak Brook, IL 60522-3338

we want
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How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the final Letters page.
We can't wait to hear from you.

THE TONGUE ::

by Marc Ecko

HOLIDAY 1999

FOR MORE INFORMATION CALL 212.967.9111

Dream On

Dear *OPM*,

I was at my local video game store yesterday, and one of the clerks was trying to get me to order a Sega Dreamcast. I said I wanted to stick with Playstation and buy a PlayStation 2. Then he said that PlayStation 2 was going to cost $600, it won't be four-player, it won't have a modem built into it, and it won't be as powerful as a Dreamcast. Is there anything you can tell me to prove him wrong?

Dan Story
lb_trooper@yahoo.com

Here's the facts as we know 'em so far: First, no price has been announced for PS2, but Sony execs have assured everyone that the pricing will be "competitive." Most educated guesses put the machine at no more than $299, with $199 being a possibility. Second, though also not confirmed, it is very unlikely that the PS2 will have less than four controller ports. Sony knows how important multiplayer gaming has become. Thirdly, although PS2 will definitely include an internet strategy, we recently confirmed that the system will not *include* a modem; this is to allow PS2 owners to make their own choices for internet connectivity—this flexibility is expected to allow those with DSL or cable modems to use these superfast technologies with PS2. And finally, though comparing system "power" can sometimes be misleading, check this out: DC has a 200MHz processor; PS2's will be 300MHz. DC's graphics processor pushes 4 million polygons a second; PS2's will do 13 million with all effects on. DC has 26 MB of RAM total; PS2 will have at least 32 MB... Get the idea?

I Just Wanna Fly

Dear *OPM*,

Why is it when ever a flight-sim game comes out for the PlayStation, it's always a combat flight game? Do the developers think that we PS gamers aren't smart enough to handle flight sims?

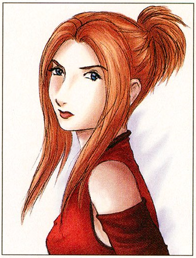
David Sanders
via the Internet

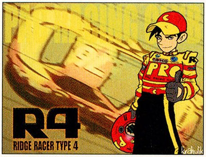
We suspect the problem is the control complexity required for a real flight sim—i.e., no keyboard! But keep an eye out for Infogrames' Eagle One; so far it looks a bit more realistic than

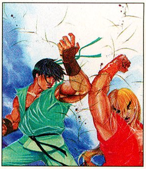
Do you have any questions about your subscription to *OPM*? Point your browser to http://subscribe.playstationmagazine.com/service and fill out the appropriate form. With a credit card, you can even start a new subscription!

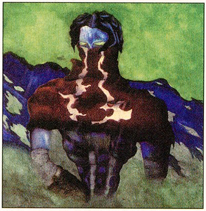
Reader Art, Baby, YEAH!

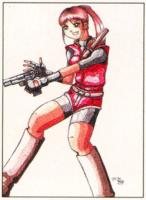
Every month we'll be picking one exceptional piece as our Reader Art of the Month. The creator of the winning work will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. Runners-up (as many as we want, 'cause it's our magazine) are printed as well. Good luck!











Check out this month's artists! Clockwise from above: our winner Meredith Dillman, faerielf@plaidworld.com; Mike "Gabriel," krahulik@uswest.net; Tuan Nguyen, Santa Ana, CA; Jonathan Robinson, Baltimore, MD; and Matt Komel, Eagle River, AK. Good job, folks!

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's Demo Disc section.

3 ways to reach us

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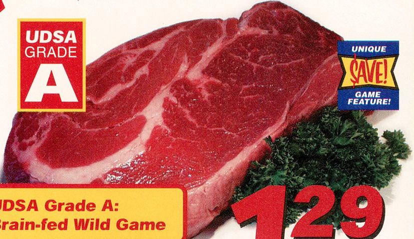

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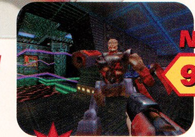

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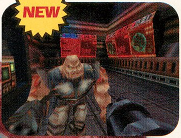

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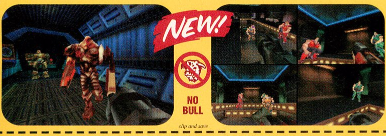

NEW!

NO BULL

clip and save

PlayStation NINTENDO64 ACTIVISION id

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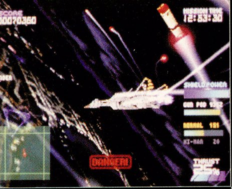
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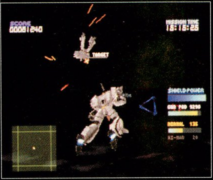
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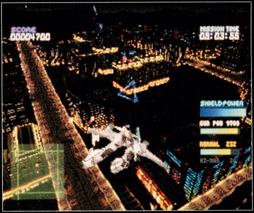
NO, YOU'RE A DEADLY FIGHTER PLANE.

WAIT. NO, MAKE THAT YOU'RE A DEADLY FIGHTER ROBOT PLANE DESTRUCTIVE TYPE THING.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The Write Stuff

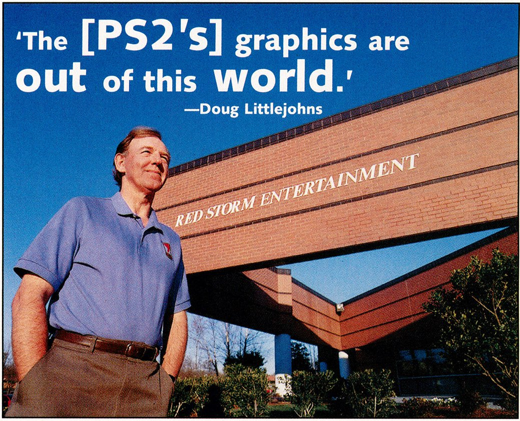
At Red Storm, games and books combine to generate a new form of interactive storytelling

Doug Littlejohns is thrilled that his company, Red Storm Entertainment, is so closely associated with best-selling author Tom Clancy. And why shouldn't it be, as Clancy is a co-founder and one of the minds behind Red Storm's hit PC title Rainbow Six?

Sure, Littlejohns (Red Storm's CEO) stresses that his company isn't just a vehicle for making games based on Tom Clancy's novels. And that's certainly true, given the range of titles that Red Storm has in the pipeline.

But without Tom Clancy, Red Storm would be in a much more difficult position today.

For one thing, it certainly wouldn't have that buzz that helped push it into the ranks of being a legitimate developer. "Part of the reason I was attracted to this company was that we were starting with one hell of an advantage over any other startup games company," says Littlejohns, a former nuclear submarine captain in the British Royal Navy and a longtime friend of Clancy's.



'The [PS2's] graphics are out of this world.'
—Doug Littlejohns

"We could get not only the gaming market interested in our business, but also Wall Street, the *Washington Post*, the *New York Times* and *Forbes* magazine. If I'd been struggling with 19 people in a garage in North Carolina, who the bloody hell in Wall Street was going to pick that up and write about it? Nobody."

Changing Perceptions

But having Clancy on board didn't immediately translate into profits. In fact, Littlejohns claims that Red Storm had to work hard to establish the Clancy license among gamers.

The first problem was gamers' perceptions of Clancy. As Littlejohns explains, whenever Red Storm hires new people, one of his standard questions is, "Do you read Tom Clancy books?" And the answer was often, "No, but my dad does." Moreover, most of the gamers who *were* fans of Clancy shrugged at the prospect of Clancy-based games, partly due to the poor quality of previous titles based on the author's works.

So first Red Storm had to prove that Clancy's works are something the hardcore gamer would enjoy. The company did so by serializing *Rainbow Six*, the novel, in a PC gaming magazine—a move that was extremely well-received by the magazine's readers, according to Littlejohns. Then, Red Storm had to prove that Clancy's works could translate into a decent game, which it managed to do with its hit PC title Rainbow Six.

With the game's success came the inevitable move into consoles. Due in November is the PlayStation version of Rainbow Six, which Littlejohns notes is not just a translation of the PC title, but rather a new game that considers the advantages as well as the limitations of the PlayStation hardware. (See page 57 for a preview of Rainbow Six.)

Interactive Literature

Clancy provides a lot more to Red Storm than just his name—and he also gets back plenty in return.

In 1996, when the company was still in its formative stages, the author worked closely with the staff at Red Storm on developing a hostage rescue game, providing feedback and suggestions throughout the process. According to Littlejohns, about 10 months after the initial brainstorming sessions, Clancy decided to write a book based on that game—a book that would become the best-selling *Rainbow Six*.

"We then made sure that we worked together, without tramping on each other's toes, to ensure that the same basic back story was in both," explains Littlejohns. "And Tom came up with the idea of Rainbow, the organization—which may or may not exist, I might say—and Six was the leader of the organization. We embraced that and went forward together."

Throughout the development of the book and the game, Clancy and the folks at Red Storm worked hand-in-hand, sharing ideas and helping shape and refine both. The end scenario, for example, came out of a brainstorming session at Red Storm. Another feature, the heartbeat sensor, became an integral part of the book and the game after Clancy and Littlejohns saw a prototype of the device while visiting Washington. According to Littlejohns, "Tom said, 'That's going in the book.' And I said, 'That's going in the game.'"

A Broader Audience

The crossover potential at Red Storm is enormous. Not only is Clancy now reaching a larger audience with his novels, but he's also attracting a wider variety of consumers to video games. "There are about 4 million hardcore gamers," says Littlejohns. "There are at least 5 million 'hardcore' Clancy readers. So if you put those two markets together, you're talking about a 9 million target audience."

Red Storm has also signed Anne McCaffrey, a best-selling author of more than 60 science-fiction and fantasy books. And in much the same way that the Clancy name has helped introduce an older generation to video games, Littlejohns hopes McCaffrey's work will similarly attract an audience who might not otherwise play games, particularly female readers.

The Next Generation

Having now broken into the PlayStation market, Littlejohns is already looking ahead to the PlayStation 2. Red Storm has a team dedicated to exploring the potential of the new system, and Littlejohns says they're quite excited about the power and potential of the PlayStation 2.

"The graphics, of course, are out of this world," says Littlejohns. "But I don't want to say too much about it until the guys have got a jolly good look at it and we've decided what we can do with it."

While it's too early for Red Storm to tell whether and what they'll be developing for the PlayStation 2, Littlejohns did hint that McCaffrey's work would be better suited for the PS2 because "the game we're doing on the PC is going to be very rich in artwork and graphics," says Littlejohns. "And certainly if we were considering putting McCaffrey onto a PlayStation, or onto a console, then the PlayStation 2 would lend itself immediately to the wonderful graphics."

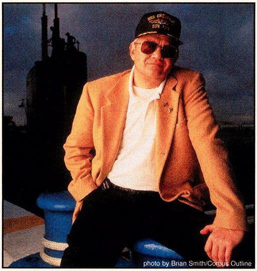


photo by Brian Smith/Corbis Outline

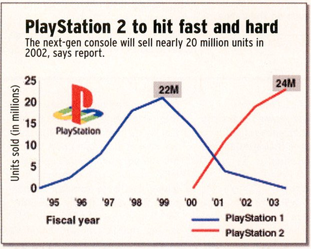
Tom Clancy (above) hopes to invent a "new artform and a new way of telling stories" with his games based on his best-selling books.

Future Titles

So can Clancy fans look forward to video game versions of their favorite new books, like *Executive Orders* or *Debt of Honor*? According to Littlejohns, the answer is no, because he'd rather not develop a Clancy title where fans will already know the ending as well as the myriad details within. But like Rainbow Six, Red Storm will again work with Clancy to develop a book and game at the same time.

As far as what that title will be, Littlejohns won't reveal any details, especially since Clancy doesn't like to discuss works in progress. "My lips are sewn shut," says Littlejohns. "Although I know what Tom's working on, I haven't even told my wife."

PS2 Pricing Revealed?


PlayStation 2 to hit fast and hard

The next-gen console will sell nearly 20 million units in 2002, says report.

SOURCE: Merrill Lynch report

Chip Buchanan/ZDNN

The PlayStation 2 will launch in Japan on Jan. 23 and will sell for a high price of 45,000 yen (roughly $390), according to a recent report from financial firm Merrill Lynch. The company's prediction contradicts a statement from a Sony exec that the PS2 won't launch on a "1,2,3" date (see our PlayStation 2 Update on the next page). Merrill Lynch also predicted that the PS2 will initially ship 400,000 units and will sell a million consoles in the first three months of 2000. So what does Sony think of these bold forecasts? "Those are just an analyst's predictions," said a spokeswoman. Hmm...

Classic Games

Since authors like Tom Clancy and Michael Crichton are having their books made into video games, we wondered what the results would be if some true classics were brought to the PlayStation. Following are a few suggestions:

The Old Man and the Sea

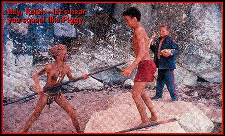
The ultimate fishing sim, brought to you of course by the clever folks at Agetec. You'll spend hours not only battling the big catch but your own mortality as well. Extra points are awarded for unnecessary machismo and pointless suffering.

Crime and Punishment

Dostoevsky's classic comes to life in this adventure/RPG developed by From Software. Commit a random act of violence, and then wander aimlessly through a drab polygonal city guided only by your faulty Moral Compass (set in the lower-left corner of the screen). Collect all the Redemption Icons (magnet-shaped items that help right your Moral Compass) for the best ending. Or defeat Guilt, the final boss, and you'll be able to wander through the world committing as much senseless violence as you want!

Lord of the Flies

A PS2 launch title, this multiplayer (with online support) first-person battle royale allows you to fight as individuals or to team up with Ralph and Piggy in a fight to save civilization from deteriorating. Or join up with Jack and the pig hunters, wreaking havoc throughout the various arenas. Be on the lookout for the Conch Shell power-up, which boosts your abilities much like the "Quad" power-up does in Quake 3: Arena.


Hey, Ralph—let's hear you squeal like Piggy.

Waiting for Godot

Samuel Becket's play about nothing finds its home on the PlayStation thanks to the experts in nonexistent gameplay, ArtDink. Much like in Tail of the Sun and Aquanaut's Holiday, nothing happens, characters engage in meaningless exercises in futility, and the viewer/player gets increasingly frustrated. Whee!

PlayStation 2 [UPDATE]

Sony remains relatively quiet before the storm of new info that's sure to hit at the Tokyo Game Show in mid-September, when the PlayStation 2 is set to be unveiled. Still, a few choice tidbits have escaped from the tight lips at Sony CEA.

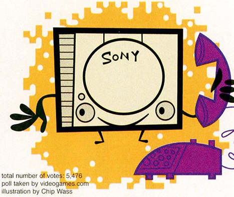
While we don't yet know when the PS2 will be released, Sony has indicated when it *won't* be released. Ken Kutaragi, Sony Computer Entertainment's president, recently said the PS2 won't follow Sony's tradition of using the "1,2,3" release date setup. That is, it won't release on, say, Dec. 3 (12/3) or Jan. 23 (1/23). In the past, Sony has released some key pieces of PlayStation hardware and software on those days. Kutaragi did assert, however, that the system will launch by the winter season. But he also said that an official release date might not be revealed at the Tokyo Game Show.

In the no-brainer news-bit-of-the-month category, Kutaragi said the PS2 will indeed include "PlayStation" in its name. Currently, the company line is to refer to it as the "Next-Generation PlayStation," although whether the system will be called PlayStation 2, PlayStation 2000, PlayStation Next or any other variation is anyone's guess.

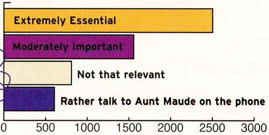
Finally, in an interview in the most recent *PlayStation Underground* CD magazine, Phil Harrison suggested that the PlayStation controller should be able to react to voices. "I'm speaking to you now, so why shouldn't the device react to my voice," he said. Harrison also mentioned that the system should include some way to interpret and generate responses to physical movements. Hmmm...we certainly hope that doesn't mean there'll be a karaoke/dancing game as a launch title.

Software Spotlight

First up in our monthly roundup of PS2 games news, **Square** is working on a racing title, to be developed by the minds behind Virtua Fighter 1 and 2. (Last month we reported Square will also bring Ehrgeiz 2 to the PS2)...**AndNow** has two PS2 titles in the pipeline. Virtual Ocean allows you to interact with various sea creatures through specialized songs. You can even form alliances with other whales in your quest to, um...swim around? It's currently being promised as a U.S. launch title. Then there's Nooks and Crannies, a virtual-life simulator with online gameplay elements...**Enix** is developing four PS2 titles...**George Lucas** recently told a Japanese magazine that he'd like to see a game based on Star Wars: Episode 2 on the PS2...**Interplay** has licensed The Motion Factory's middleware development system for its PS2 game... **T&E** is working on a PS2 golf game... **Hasbro Interactive** has licensed the Unreal engine for a PC game titled Nerf Arena Blast—a first-person shooter using Nerf weaponry. A Hasbro spokesman told us the game would be "perfect" for the PS2...And contrary to earlier reports, **Capcom**'s Breath of Fire 4 won't be coming to the PS2. Rather, it'll appear on the current PlayStation. See International Previews on page 80 for a look at this game.



How important is online gaming for the PlayStation 2?



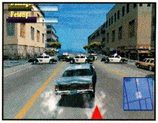
total number of votes: 5,476
poll taken by videogames.com
illustration by Chip Wass

Top 10

Japan's Top 10-Selling PlayStation Games

July sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **Powerful Pro Baseball** Konami – Sports
2. **Legend of Mana** Square – Action/RPG
3. **Together Anywhere** Sony CEI – Misc.
4. **Dino Crisis** Capcom – Action
5. **Dance Dance Revolution** Konami – Misc.
6. **The Misadventures of Tron Bonne** Capcom – Action
7. **Ape Escape** Sony CEI – Action
8. **Simple 1500 Series Vol. 10: The Billiards** Culture Publishers – Sports
9. **Remote Control Dandy** Human – Action
10. **Fire Pro Wrestling G** Human – Sports



U.K.'s Top 10-Selling PlayStation Games

August sales rankings courtesy of ChartTrack:

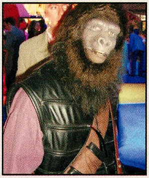
1. **Driver** GT Interactive – Action
2. **Syphon Filter** 989 Studios – Adventure
3. **Silent Hill** Konami – Adventure
4. **V Rally 2** Infogrames – Racing
5. **Bugs Bunny Lost in Time** Infogrames – Action
6. **Tomb Raider III** Eidos – Adventure
7. **Ape Escape** Sony – Action
8. **Time Crisis** Namco – Action
9. **Metal Gear Solid** Konami – Adventure
10. **Brian Lara Cricket** Code Masters – Sports

The Rub

Monkey Mayhem

THE FACTS: Apes are taking over the PlayStation.

THE RUB: There have been plenty of simian games lately, from the horrible Monkey Hero to the critically acclaimed Ape Escape. There's even a little-hyped game called Monkey Magic due out shortly. But what really proves apes are experiencing a renaissance on the PlayStation is the forthcoming Planet of the Apes from Fox Interactive. Just seeing Dr. Zeus in full polygonal splendor should convince anyone that apes are the future of civilization.



Falling Market

THE FACTS: PlayStation games are getting cheaper.

THE RUB: Hey, we're not talking about bad AI and cheap combos. We're actually referring to the fact that more and more games are hitting retail below $20. One trade weekly estimates that 200 games are now at a bargain price. These include not only Sony's Greatest Hits line but also rereleases of games that were formerly out of print. Plus, Sony finally made the $99 PS price point official (which we reported last month). Good news for the avid game collector and the newcomer alike.

(cont. on page 32)

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PlayStation
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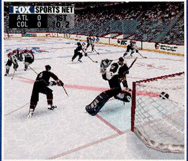
PlayStation
WATCH FOX SPORTS
PLAY FOX SPORTS
Sports Games.
FOX Attitude.
FOX SPORTS
NHL CHAMPIONSHIP 2000
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-00925
NHLPA


FOX SPORTS NET
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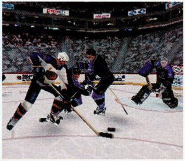
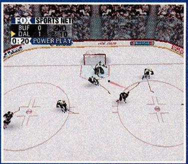
Authentic FOX Sports Net graphics-including FOX TRAX™



Camera angles that put you in the action


FOX SPORTS NET
BUF 0 2ND
DAL 1 2:10
0:20 POWER PLAY

Addictive gameplay that's fast and fun

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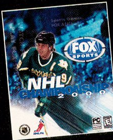

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PC CD-ROM
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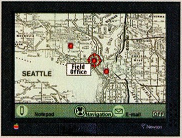
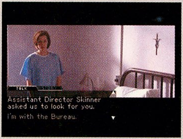
PSX-Files





Assistant Director Skinner asked us to look for you.
I'm with the Bureau.

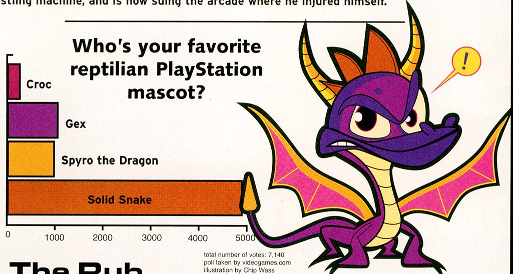
The truth is out there...on your PlayStation. Due out in October is an X-Files game (the same as the PC version) that spans four discs and uses scads of video footage of everyone's favorite FBI agents, Mulder and Scully. Also appearing are favorites like the Cigarette Smoking Man, Assistant Director Skinner and plenty of other mainstays from the TV show. There'll be more than 30 different locations, including morgues and motels. Fox Interactive also promises multiple story lines and plenty of plot twists. And with speculation rampant that David Duchovny is trying to get out of the TV series, this may be the only show in town for fans of the too-tall agent.

Quote of the Month

"I was just pushing and pushing and then I heard this snap...When I told my friends what happened, they couldn't believe it. Everyone was just laughing at me, so I decided to sue."

–Kamaljit Grewal, quoted in the National Post Online. Apparently, the 24-year-old Vancouver native shattered his upper arm while struggling with an electronic arm-wrestling machine, and is now suing the arcade where he injured himself.

Who's your favorite reptilian PlayStation mascot?



total number of votes: 7,140
poll taken by videogames.com
illustration by Chip Wass

The Rub

Going for the Gold

THE FACTS: Eidos signed an exclusive six-year deal to use the Olympic Games license.

THE RUB: This is the kind of license that can go either way for the company. Can anyone remember a decent Olympics-based game in the past few years? And who really cares about a license that includes no-name athletes and bizarro events like curling, archery and cross-country skiing? On the other hand, Eidos has the license for six years. If they can find a way to develop some sort of online multiplayer event game for the PlayStation 2, they might actually have something special on their hands.

10 things we think we think this month

1 The Blair Witch Project was surprising because it made so much money despite its low production values. Sort of like the PlayStation version of Frogger.

2 The "Big Two" PlayStation football games came out four weeks before the start of the NFL season. At this rate, we can expect to play Madden and GameDay 2001 sometime before Christmas.

3 Fox Interactive made a big deal about Steve Smith being the first Atlanta Hawks player to endorse a video game. A week later, he was traded to the Portland Trailblazers.

4 THQ recently announced their deal to bring MTV-licensed games to the PlayStation. This further advances the theory that MTV is into absolutely everything—except, of course, music.

5 Fear Factor's heroine is being set up to become Eidos' second Lara. The company can't afford to put all of their breasts, erm, eggs into one basket.

6 British pop singer Robbie Williams, best known for his song "Millennium," will provide songs for FIFA 2000. EA determined that his voice is perfect for provoking the mass riots needed to make the game's atmosphere seem authentic.

7 After two years (and many missed release dates) Legacy of Kain: Soul Reaver finally shipped to stores. Right after hell had froze over.

8 Sony has officially confirmed that Gran Turismo 2 would be slightly delayed. Apparently they're having trouble finding enough room to store all the money it will make.

9 GT Interactive announced that Driver has broken the 1 million sold mark, proving that America is chock-full of wanna-be criminals.

10 A lot of those wanna-be criminals are probably the same folks who steal the disc from our magazine.

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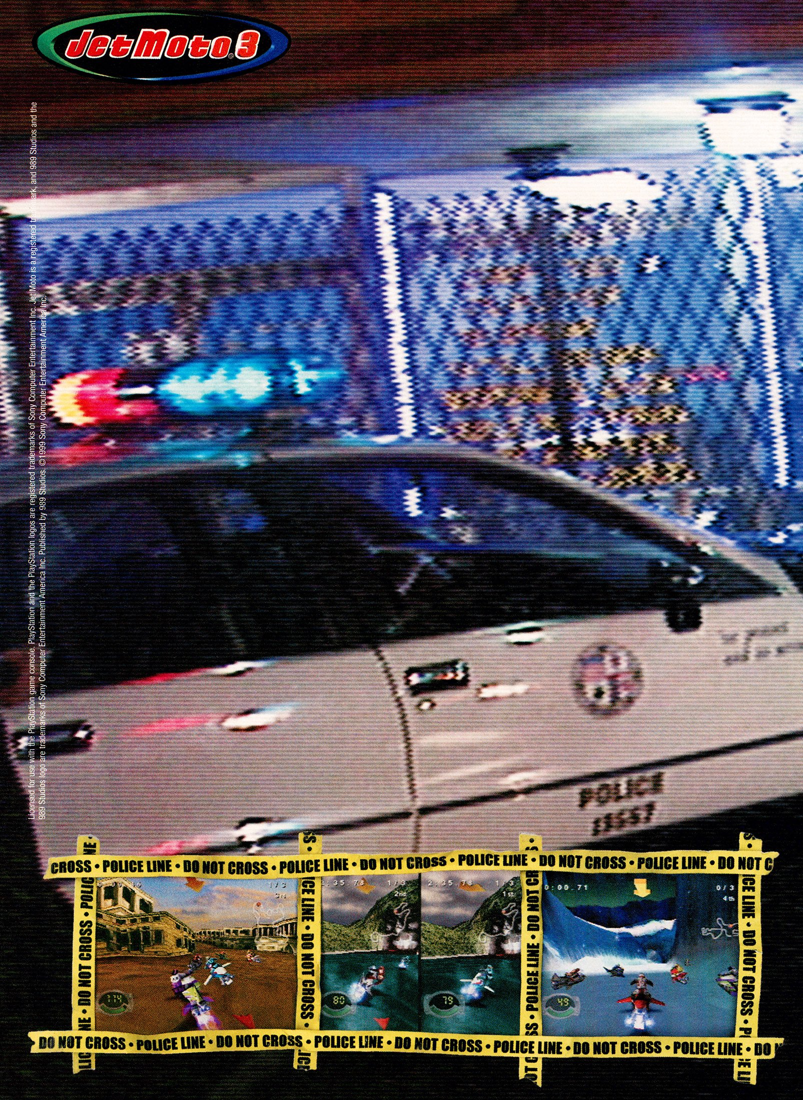
Jet Moto 3
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02:54:03
09/14/99

Excessive Speeding 2:54 a.m.

Jet Moto racing is back. With an all-new 3D racing engine that delivers sharper graphics, faster speed and more adrenaline. Jostle and fight for position on 19 killer tracks and 11 insanely fast hover bikes. It's the wicked speed you've always wanted, without all the tickets.

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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers

1 Driver ●●●●○

Publisher: GT **Last Month:** – **Genre:** Racing **Release Date:** July 1999

Reflections' innovative driving tour-de-force, with its shockingly original title, blazes ahead of the pack and leaves the competition sucking carbon.

2 Tarzan ●●●◐○

Publisher: SCEA **Last Month:** – **Genre:** Action **Release Date:** July 1999

Me Tarzan. You gamer. Tarzan like gamer. Tarzan also like the forty bucks you just spent to buy his game. Now he can afford braces for Cheetah.

3 Final Fantasy VII ●●●●●

Publisher: SCEA **Last Month:** - **Genre:** RPG **Release Date:** Sep. 1997

A spanking-new low price plus yards of hype for its forthcoming sequel have resurrected Square's insta-classic back onto the charts.

4 Triple Play 2000 ●●●●◐

Publisher: EA **Last Month:** 4 **Genre:** Sports **Release Date:** April 1999

With the major league season rounding third (heh), gamers are keeping the team rosters up to date by purchasing the seasonal upgrade.

5 WWF Warzone ●●●●○

Publisher: Acclaim **Last Month:** 3 **Genre:** Sports **Release Date:** July 1998

Driven to madness by recent delays of WWF Attitude, angst-ridden wrasslin' fans are snapping up the previous title in the series at its new, lower price.

6 Need For Speed III: Hot Pursuit ●●●●○
Publisher: EA **Last Month:** 15 **Release Date:** March 1998

7 Syphon Filter ●●●●○
Publisher: 989 Studios **Last Month:** 2 **Release Date:** Feb. 1999

8 MLB 2000 ●●●●○
Publisher: SCEA **Last Month:** 7 **Release Date:** March 1999

9 Star Ocean: Second Story ●●●●◐
Publisher: SCEA **Last Month:** 8 **Release Date:** June 1999

10 NCAA Football 2000 ●●●●○
Publisher: EA **Last Month:** – **Release Date:** July 1999

11 Need For Speed: High Stakes ●●●●◐
Publisher: EA **Last Month:** 6 **Release Date:** March 1999

12 Namco Museum Vol. 1 ●●●◐○
Publisher: Namco **Last Month:** 9 **Release Date:** Aug. 1996

13 Ape Escape ●●●●●
Publisher: SCEA **Last Month:** - **Release Date:** July 1999

14 Gran Turismo ●●●●●
Publisher: SCEA **Last Month:** 14 **Release Date:** May 1998

15 Namco Museum Vol. 3 ●●●◐○
Publisher: Namco **Last Month:** 13 **Release Date:** Feb. 1997

16 Frogger ●●◐○○
Publisher: Hasbro **Last Month:** 11 **Release Date:** Oct. 1997

17 Jeremy McGrath Supercross '98 ●●●○○
Publisher: Acclaim **Last Month:** - **Release Date:** June 1998

18 Army Men 3D ●●●○○
Publisher: 3DO **Last Month:** 12 **Release Date:** April 1999

19 Crash Bandicoot 2 ●●●○○
Publisher: SCEA **Last Month:** 16 **Release Date:** Oct. 1997

20 Resident Evil: Director's Cut ●●●●◐
Publisher: Capcom **Last Month:** – **Release Date:** Sept. 1997

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Final Fantasy VIII** By the time you read this, Square's massive epic should be in your sweaty little palms.
2. **Resident Evil 3: Nemesis** A recent drought of zombie-styled action titles has gamers frothing for a fix.
3. **Dino Crisis** It's coming. It's thinking. Wait—that's the schlocky ad campaign for another big September ticket.
4. **Star Wars Ep. I: The Phantom Menace** Relive the action of Lucas' latest, only with more jumping puzzles.
5. **WWF Attitude** Can you smell what The Rock is cookin'? Whatever it is, it had better be served up soon.
6. **Legacy of Kain: Soul Reaver** As with Final Fantasy VIII, this red-hot vampire saga should be yours by now.
7. **Tomb Raider: Last Revelation** Lara's back for a fourth outing, only this time in Ancient Egypt.
8. **WCW Mayhem** Goldberg and his pals from the WWF's perennial rival are ready to bring their beefcake home.
9. **NFL Gameday 2000** 989's pigskin competitor rounds out the must-have titles for next month.
10. **Tomorrow Never Dies** Whither art thou, Sir James? Word has it this title should be on shelves soon enough.

Brian Majdonik's Top 5

Our monthly contest winner's top five picks

1. **South Park** Not even Big Gay Al could keep this title off the top of Brian's list.
2. **Spyro 2: Ripto's Rage** The man has a serious thang for 3D platformers, and Spyro 2 looks to the best yet.
3. **Tarzan** Looks like Brian's been at the cinema quite a bit lately, eh?
4. **Toy Story 2** Brian, with his craving to relive the hot properties of 1999, is a marketer's dream come true.
5. **Glover** Brian's discontentment with his own adventuresome hands leads him to seek action elsewhere.

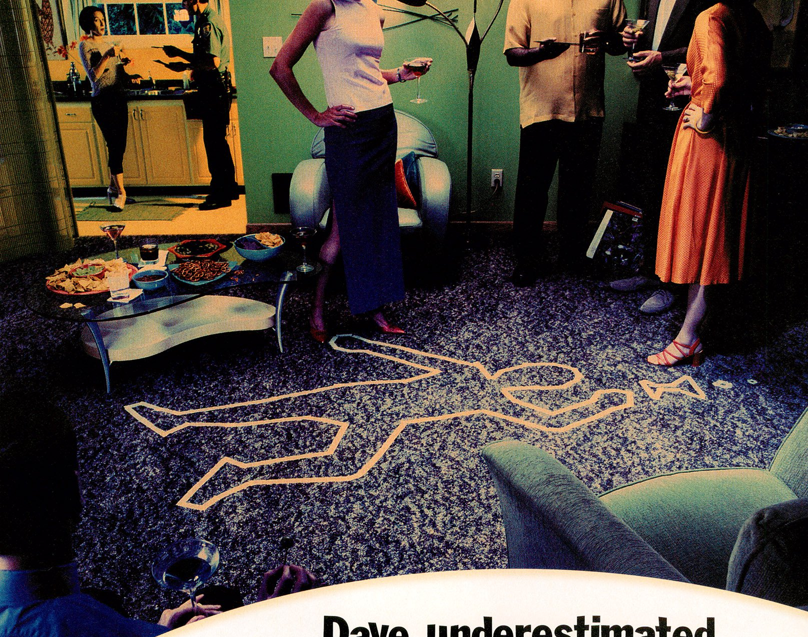
Editors' Top 5

What we've been playing instead of working

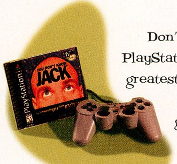
1. **Legacy of Kain: Soul Reaver** Cute lil' Raziel and his vampire friends warm the cockles of our cold hearts.
2. **Madden NFL 2000** How can we not like the best football game ever? Go Packers!
3. **Pac-Man World** This surprise hit is definitely an office favorite. The fact that it's Pac-Man certainly helps, too.
4. **Guitar Freaks** Mark and Gary bust out the axe and lay down the phat chords. It's all about Jazzycat, yo.
5. **You Don't Know Jack!** We love this quiz game, and not because its logo looks like Joe Rybicki's lovely head.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, P.O. Box 3338, Oak Brook, IL 60522-3338 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on www.videogames.com

Source: NPD TRSTS Video Games, July 1999 (weeks one and two). Call them at (516) 625-2345 for questions about this list. Note: No games for competing console systems (e.g., N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.



Dave underestimated the party guests' hatred of charades.



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One, two or three players at a time get scorched by JACK's sarcastic game show host. You and your friends wrestle over more than 1,400 seriously bent trivia questions on two CD's, while the rest of the party cat-calls, taunts and fights over who gets the controller next. So next time you throw a party, get YOU DON'T KNOW JACK and nobody gets hurt.

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Goals	50
Assists	136
Opponents Assisted Off Ice	460

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Dish out hip checks. Open-ice checks. "I've been flattened and I can't get up" checks.

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Attention keepers: Prepare for a D-splitting, one-timing, twine-denting puck attack.

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Coming Soon

October

Bass Rise	Bandai	Sports
Clock Tower II	Agetec	Action
CTR: Crash Team Racing	Sony CEA	Racing
Dune 2000	Westwood Studios	Strategy
Fighting Force 2	Eidos	Action
Final Fantasy Anthology	Square EA	RPG
G-Police 2	Psygnosis	Action
Grandia	SCEA	RPG
Grand Theft Auto 2	Rockstar Games	Action
Indiana Jones & The Infernal Machine	Lucas Arts	Action
Jeff Gordon XS Racing	ASC Games	Racing
Lego Rock Raiders	Lego Media	Action
Macross VF-X2	Bandai	Action
Major League Soccer	Konami	Sports
Metal Gear Solid: VR Missions	Konami	Action
Monkey Magic	Sunsoft	Adventure
NBA Basketball 2000	Fox Sports	Sports
Need for Speed V-Rally 2	Electronic Arts	Racing
NHL 2000	EA Sports	Sports
NHL FaceOff 2000	989 Sports	Sports
Pac-Man World: 20th Anniversary	Namco	Action
Pong	Hasbro Interactive	Action
Shao Lin	THQ	Fighting
South Park: Chef's Love Shack	Acclaim	Misc.
TNN Motorsports Hardcore 2	ASC Games	Racing
Tony Hawk Pro Skater	Activision	Sports
Toonenstein	Vatical	Action
Trick N' Snowboarder	Capcom	Sports

November

40 Winks	GT Interactive	Action
Barbie Race & Ride	Mattel	Racing
Cool Boarders 4	989 Studios	Sports
CyberTiger	EA Sports	Sports
Danger Girl	THQ	Action
Die Hard Trilogy 2	Fox Interactive	Action
Elmo in Grouch Land	New Kid Co.	Action
F1 99	Psygnosis	Racing
FIFA 2000	EA Sports	Sports
Gekido	Interplay	Action
Gran Turismo 2	SCEA	Racing
Juggernaut	Jaleco	Action
Konami Rally	Konami	Racing
Knockout Kings 2000	EA Sports	Sports
Medal of Honor	Electronic Arts	Action
Missile Command	Hasbro Interactive	Action
NBA Live 2000	EA Sports	Sports
NBA ShootOut 2000	989 Sports	Sports
NBA Showtime NBA on NBC	Midway	Sports
NCAA Final Four 2000	989 Sports	Sports
Q*Bert	Hasbro Interactive	Action
Rainbow 6	Red Storm	Action
Ready 2 Rumble	Midway	Sports
Resident Evil 3: Nemesis	Capcom	Action
Road Rash: Unchained	Electronic Arts	Racing
Rugrats: Studio Tour	THQ	Misc.

November (cont.)

Space Invaders	Activision	Action
Spyro 2: Ripto's Rage!	Sony CEA	Action
SuperCross Circuit	989 Studios	Racing
Test Drive 6	Infogrames	Racing
Thrasher: Skate & Destroy	Rockstar Games	Sports
Time Loop	Infogrames	Puzzle
Tomb Raider 4: The Last Revalation	Eidos	Action
Tomorrow Never Dies	Electronic Arts	Action
Toy Story 2	Activision	Action
Twisted Metal 4	989 Studios	Action
Vigilante 8: Second Offense	Activision	Action
Wild Wild West	SouthPeak Interactive	Action
Worms Armageddon	Hasbro Interactive	Strategy
Wu Tang: Shaolin Style	Activision	Fighting

Future Releases

Ace Combat 3	Namco	Action
Alien Resurrection	Fox Interactive	Action
Alone in the Dark 4	Infogrames	Action
Animorphs	GT Interactive	Action
Army Men: Sarge's Heroes	The 3DO Company	Action
Battle Tanx II	The 3DO Company	Action
Blaster Master: Blasting Again	Sunsoft	Action
Chrono Cross	Square EA	RPG
Colony Wars: Red Sun	Psygnosis	Action
Daikatana	Eidos	Action
Darkstone	Take 2 Interactive	RPG
Detonator Gauntlet	Working Designs	RPG
Dragon Quest VII	TBA	RPG
Duke Nukem TTK 2:Planet of the Babes	GT Interactive	Action
Dukes of Hazard: Racing for Home	SouthPeak Interactive	Racing
Family Game Pack	The 3DO Company	Misc.
Fatal Fury Wild Ambition	SNK USA	Fighting
Fear Factor	Eidos	Action
Flintstones Bowling	SouthPeak Interactive	Sports
Glover	Hasbro	Action
Hot Shots Golf 2	Sony CEA	Sports
IS: Internal Section	Square EA	Action
Jackie Chan's Stuntmaster	Midway	Action
JoJo's Venture	Capcom	Fighting
Kingsley	Psygnosis	Action
KISS: Psycho Circus	Rockstar Games	Action
Lunar: Eternal Blue	Working Designs	RPG
Mag 3	Crave	Racing
The Misadventures of Tron Bonne	Capcom	Action
Mission Impossible	Infogrames	Action
NHL Blades of Steel	Konami	Sports
Nightmare Creatures 2	Activision	Action
No Fear Downhill Mountain Biking	Activision	Racing
Panzer General	Mindscape	Simulation
Paper Boy	Midway	Action
Planet of the Apes	Fox Interactive	Action
Polaris SnoCrossing	Vatical	Racing
Railroad Tycoon 2	Rockstar Games	Strategy
Rayman 2: The Great Escape	Ubi Soft	Action
Reel Fishing 2	Natsume	Sports
Rogue Trip 2	GT Interactive	Action
RollCage Extreme	Psygnosis	Racing
Saga Frontier 2	Square EA	RPG
Shadow Tower	Agetec	RPG
Smurfs	Infogrames	Action
Spec Ops	Take 2 Interactive	Action
South Park Rally	Acclaim	Racing
Tricks 'N Treasures	Psygnosis	Puzzle
Unreal	GT Interactive	Action
Urban Chaos	Eidos	Action
Warpath Jurassic Park	Electronic Arts	Fighting
Wild Arms 2: Second Ignition	Sony CEA	RPG
X-Men	Activision	Fighting
Yeh Yeh Tennis	Sunsoft	Sports

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

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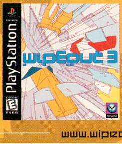
09
check 0:22
0:37

soundtrack from dj sasha,
featuring
chemical brothers,
orbital,
underworld
paul van dyk &
propellerheads



wipEout 3™

PSYGNOSIS

EVERYONE
E
CONTENT RATED BY ESRB

PlayStation®

www.wipeout3.com

"the ultimate anti-gravity racer"

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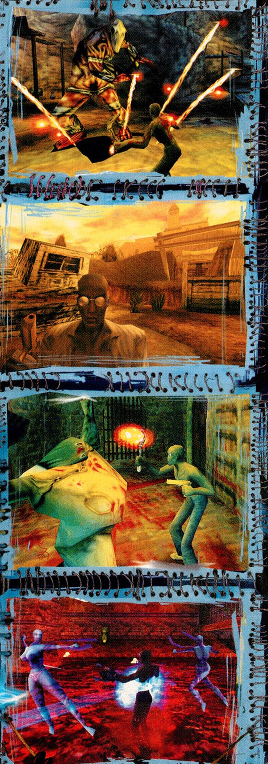
He is coming.
Walking between worlds...
Traveling the road of souls from Liveside to Deadside
And back again.
A dead man is coming, skull in one hand,
flambeau in the other...
a voodoo mask in his chest
and lines of power in his back.

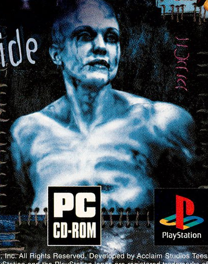
A possessed man is coming,
stalking evil in tenements and deserts,
subways and swamps,
spirit world and real world.

Shadowman is coming...
To stop the Apocalypse.
To save your soul.



SHADOW MAN™

Walk on the Deadside



Warning:
This game
is recommended for
mature audiences only.
It contains adult content.

MATURE M CONTENT RATED BY ESRB

NINTENDO 64

PC CD-ROM

PlayStation®

Acclaim®
www.acclaim.net

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MATURE
M
CONTENT RATED BY ESRB
PlayStation
TAKE IT TO THE EDGE
CAPCOM EDGE

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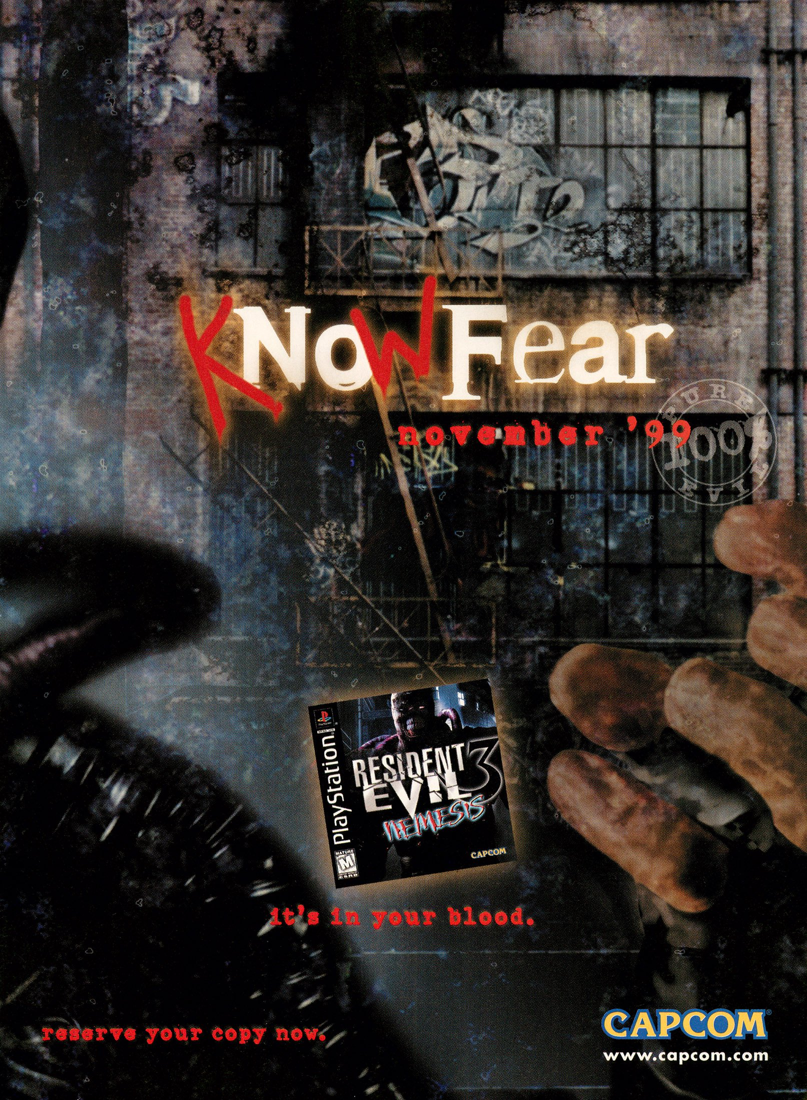
KNoW Fear
november '99
PURE 100% EVIL
PlayStation
RESIDENT EVIL 3
NEMESIS
MATURE
M
ESRB
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it's in your blood.
reserve your copy now.
CAPCOM
www.capcom.com

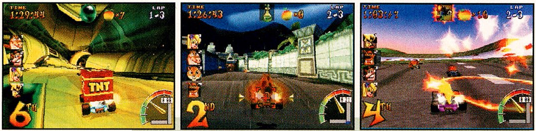
Theme: Racing
# of Players: 1-4

Availability: October
Developer: Naughty Dog

Publisher: Sony CEA
URL: www.playstation.com

CTR: Crash Team Racing

Good Dog! Good Naughty Dog! That's a good boy!



(left to right) Drop TNT boxes, fire lock-on missiles, and toss exploding bombs to slow down the competition and finish first.

Adventure

The one-player adventure mode challenges you to collect relics, coins and trophies on various tracks to open up new courses and challenge the boss racers.

SLIDE COLISEUM

Naughty Dog hinted that they could do more than just platformers in the excellent jet-ski and bi-plane levels in Crash Bandicoot 3, and now they are ready to prove it. We just got our hands on an almost complete version of CTR: Crash Team Racing, and it is definitely shaping up to be something special.

CTR takes all the major Crash characters—Coco, N. Gin, Cortex, the little polar bear from Crash 2 and more—and pits them against one another in a cutesy cart racing game.

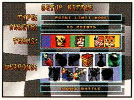
Sound familiar? Sure, CTR is like Super Mario Kart in some basic respects—one to four players circle the tracks, grabbing power-ups and weapons to be the first across the finish line—but if you look deeper you'll find the gameplay contains some refreshingly original ideas mixed into the standard cart racing formula. While the controls may seem simple enough at first (gas, brake, use item and jump), eventually players will discover CTR's unique turbo system, where you can build up speed boosts through expert use of powerslides and jumping.

And of course it doesn't hurt that the game is drop-dead gorgeous. That familiar colorful, cartoony look made famous by the previous Crash games is back in CTR's 20 levels, complete with plenty of jumps, secrets, turbo pads, pits and classic Crash obstacles (remember those giant man-eating plants?) to keep things from getting predictable. Oh, and pop-in or slowdown? Nope, not a hint of either, even in the four-player split-screen modes.

We've only had this game in for a couple days and it's already an office favorite—always a good sign. Look for a full review of CTR next issue.

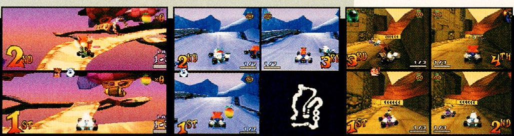
Battle

Forget the racing and focus on all-out combat in CTR's Battle mode. Set up teams for two to four players, choose which weapons you want available, then duke it out in six specially designed battle arenas.



Time Trial

Time trial takes away all the items and opponents, so it's just you against the clock. A great way to learn the twists and turns of all the different courses in CTR.



Versus

The split-screen versus mode is one of the best parts of CTR. Even though up to four players each get their own screen, the game never slows down one bit. Pick your characters, course, number of laps, and race to the finish line.

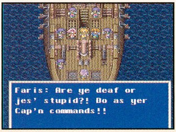
Theme: RPG
# of Players: 1
Availability: October
Developer: Square
Publisher: Square EA
URL: www.squaresoft.com

Lobo
??????
46
WEDGE
68
BIGGS
81

Final Fantasy Anthology

Square's finest hours live again, in compilation form

Stee Fight
Item
Andrew
33
Reina
25
Galuf
29



Faris: Are ye deaf or jes' stupid?! Do as yer Cap'n commands!!

While the CG is state of the art, the game itself is clearly yesteryear.

3

The number of times Final Fantasy V has been announced for U.S. release—then cancelled. First as Final Fantasy III, then as Final Fantasy Extreme, and finally as Final Fantasy V for PC. Final Fantasy Anthology is the fourth go-round.

Final Fantasy VII and VIII have blown the doors open for RPGs in the U.S. Their cinematic presentation and multimillion-dollar budgets have drawn thousands of new RPG fans into the fold. Unfortunately, many of these "newbies" are unaware of the series' rich heritage. Final Fantasy Anthology, a two-game collection for the PSX, manages to preserve two of the series' older-school, Super Nintendo moments: Final Fantasy V and Final Fantasy VI.

Final Fantasy V tells the story of a wandering adventurer, Bartz, who happens upon a fallen meteorite. He joins paths with the rebellious princess Reina, the amnesiac old man Galuf, and the female pirate captain, Faris. The four explore the mystery of the shattering elemental crystals and the ancient evil sealed away years ago: X-Death. The plot may seem filched from a lesser Saturday Morning Cartoon, but the execution and character development are strong.

FFV's true strength lies with its gameplay and its "Job" system. Gamers assign a "job" (such as Knight, Monk, Chemist, White Magician or Black Magician) to a character; there are 22 jobs in all. Each job has innate abilities; for example, a ninja can attack with two swords, while a thief can dash quickly and see hidden passageways. Job Points earned from battles teach your characters Job Skills. Two of these skills can be assigned to any character with any job. For example, a White Wizard could equip the Knight's "EqArmor" ability to equip Heavy Armor. A defensive powerhouse! The combinations and flexibility are near limitless, leading many RPG fans to declare FFV their favorite of the series.

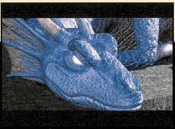
Final Fantasy VI (previously released as Final Fantasy III) marks the beginning of the series' dramatic turn. The gameplay is solid as ever, but the true draw is the well-developed cast of 14 likeable characters and the epic scope of the plot. Locke, the "treasure hunter"; Celes, the emotional general; Terra, the half-human, half-esper girl; these and others have found a place in RPG fans' hearts to this very day. The excellent balance of gameplay and story makes FFVI the favorite of many fans (some of whom also claim FFV as their favorite).

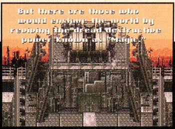
Both titles offer new enhancements and features. CG opening and ending sequences pepper both titles, giving a modern touch to what is otherwise a relic. The save system supports 30 saved games, 15 per slot, as well as a "save to RAM" quicksave Memo function. Final Fantasy V has never been officially translated into English before, so many gamers will be playing this classic for the first time. Final Fantasy VI includes a "Bonus" mode with gameplay statistics, a monster encyclopedia, an art gallery and a Theater mode. The sound on both is sometimes tinny, and the Mode 7 effects can get jerkier than they should.

Nevertheless, whether you're a die-hard Final Fantasy fan or a casual RPG player, Final Fantasy Anthology is a fantastic way to play and replay two of the greatest RPGs ever made.

Musica Machina

The Japanese Final Fantasy Collection (our Anthology) also included Final Fantasy IV. U.S. gamers have no such luck, but Square—determined to exhaust their three-disc packaging supply—tossed an extra platter in there anyways. This third CD is a music soundtrack disc of Final Fantasy V and VI OSV tunes. Don't dismiss it as "just" videogame music, these two games feature some of composer Nobuo Uematsu's finest work.

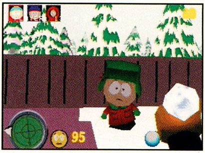


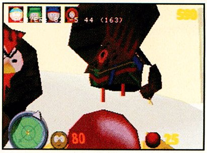


But there are those who would enslave the world by reviving the dread destructive power known as "Magic."

Ah, Final Fantasy VI. The story of a young woman's foray into the wilderness of self-doubt. Of course, Jane Eyre this ain't: Charlotte Bronte never had room for a psychopathic clown who kidnaps the elemental forces of nature in order to turn the world into his own three-ring circus of death. The moral of this epic work? Never trust a man who laughs as much as Kefka does. And never, EVER, piss off a talking octopus. Ever.

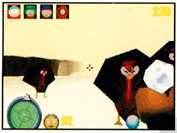
Theme: Action
# of Players: 1-2
Availability: Q4 99
Developer: Appaloosa
Publisher: Acclaim
URL: www.acclaiment.com

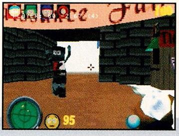


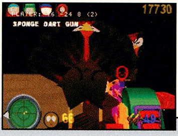


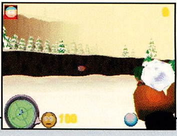
South Park

Kids do the craziest things









Upper left: What would a quiet Colorado town be without a gun store, eh? Middle left: Violence at a Renfaire can bring tears of joy to the eyes of even the most Dickensian of children.

Orgazmo the Game?

South Park is huge, but what about Trey Parker and Matt Stone's other properties, such as "Cannibal The Musical" and "Orgazmo"? We admit to being rather twisted at times, but the thought of playing as a porn-star super hero packing a weapon of mass, uh, orgasm makes even us a bit nervous. Not that we have anything against those who crusade in the name of sexual release, mind you. But we'd leave that one up to the ESRB, we thinks.

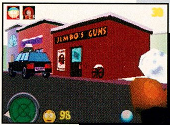
Last Christmas, owners of that other system were privy to a first-person shooter sporting what might be the biggest license for our demographic: South Park. While the game itself wasn't all that well-received, critically, it went on to make a healthy wad of cash for Acclaim on the strength of its license alone, which was implemented well with scads of sound bites and appropriate depictions of the series' irreverent characters.

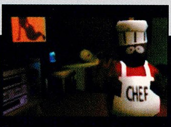
Well, hardcore PlayStation-only types now have a chance to visit that little redneck town in Colorado for themselves and lay siege to the thousands of zombified killer turkeys and alien robots that have overrun it. Wielding such, er, unique weaponry as a toilet plunger cannon, a rather hard-hitting dodgeball, and farting Terrance and Philip dolls, the intrepid gamer can assume the persona of either Stan, Kyle, Kenny or that fat @$%! Cartman. Each one comes with a fitting spate of original quips voiced by the actors of the series—sound bites which go the extra yard in bringing the South Park license to life.

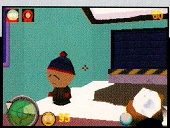
As far as graphics go, the game uses a new engine developed by Appaloosa Interactive in lieu of the Turok 2 engine that drove the PC and N64 versions. Since the series itself relies on simple graphics to accentuate its bizarre, minimalist ambience, simple matte and Gouraud shading suffices in lieu of complicated textures, and, as a result, the game runs at a healthy clip. The multiplayer modes also run quite smoothly, which is good, since this is where most gamers will spend their time.

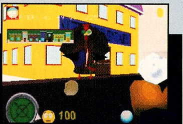
On the other hand (as of this writing) little change has been made to address some of the problems that plagued other versions of this game; namely, the repetitive hordes of enemies and lackluster locales. The first levels consist of wave after wave of gobbling turkeys, with but the occasional "tank" turkey to break up the monotony. Later levels add TV-headed robots and bizarre mutants (pchooey chomp!) to the mix, but it's quite clear that the game's primary emphasis is on its hilarious multiplayer mode. Doing well in the single-player mode will unlock codes for new characters like Officer Barbrady and Mr. Mackey, with the final playable roster featuring nearly all of the cast lineup from last year. (Sorry, kids, no Jackasaurus or underpants gnomes that we've found.)

PlayStation devotees and/or fans of the hit series looking for a playable multiplayer title with a hot license and loads of personality may want to watch for this slick offering from Acclaim when it scoots onto store shelves this winter. Anything that involves blasting turkeys and mutants within South Park context has to be seen to be believed.



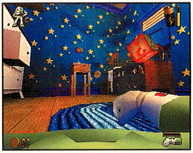


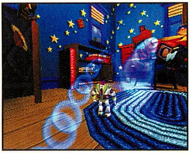




Questions of Character

In the N64 and PC versions of South Park, dedicated multiplayer fans were always looking for that one character to give them the competitive edge over their beer-guzzling frat boy cronies ere they face another night of abuse heaped upon their gaming manhood. Unusually, that one character was Ike, the cute adopted Canadian baby brother of Kyle. Why wee Ike, you ask? Well, size does matter—Ike, with his tiny rotund body, is by the far the hardest character to hit. Bigger characters are but clumsy prey for his quick, cheetah-like savagery. In South Park, the bigger they are, the harder they fall—just ask Scuzzlebutt or Mecha-Streisand.

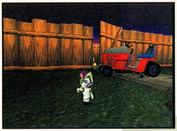


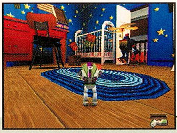


Theme: Action
# of Players: 1
Availability: Q4 99
Developer: Traveler's Tales
Publisher: Activision
URL: www.activision.com

Toy Story 2

To a sequel and beyond!





Top left: The Helmet Cam is the key to success. Far left: A veritable backyard Zeus, the mighty lawn tractor is implacable in its pursuit of the weak and plastic.

Consider the inevitable: Disney makes a movie. Mario 64-style action platformers are a sales success, at least when they work. It doesn't take a marketing wunderkind, then, to take the Disney license and slap it onto a 3D scavenger hunt in the hopes of scoring the mass-market Rosetta Stone. Such is the case with Toy Story 2 The Game—merge the rights to Disney's forthcoming Christmas blockbuster with the slick technology that powered the A Bug's Life PlayStation title, and voila! You have a product that's virtually guaranteed to be on the wish list of every kid out there.

However, this approach begs the question: will it be any good? Traveller's Tales, no doubt, hopes to overcome their history of mediocre titles—lest we forget the horrors of Rascal, be wary—and deliver the complete package rather than just a flashy graphics demo. Admittedly, they've got the PlayStation wired with the current rev of Toy Story 2—the game sports a glassy-smooth frame-rate accompanied by a level of detail rarely achieved by our aging console. This certainly makes it easier for players to assume the role of Buzz Lightyear, spaceketeer extraordinaire, as he takes on the evil robots and vehicles that hold his kid owner Andy's home in their plasticky kung-fu grip of terror. During his battle to free the toys and liberate Woody from the evil Zurg, ol' Buzz will wield a variety of techniques, including a spinning punch and laser blasts.

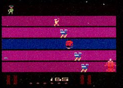
If Toy Story 2 can deliver where A Bug's Life fell short—namely, challenge and technique—it could shape up into something special: a game where the play matches the strength of its license.

"Toy Story" Graphics

One of the comments tossed around about the PlayStation 2 is that it will be able to do Toy Story-quality graphics. While it may be able to approximate the look of Toy Story, visually, the actual graphics of said movie were generated using banks of SGI workstations, necessary to do the recursive ray-tracing that makes the environments look so well-defined. Each frame could take days to render. Can the PS2 compete? In looks, somewhat, but not using the same techniques. Since the PS2 has to deliver real-time images, ray-tracing is still too computationally expensive to be workable. Saying a game has "Toy Story" graphics, then, is a real misnomer.

License to Kill

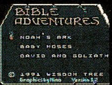
It would be really clever of us magazine folk to remark, in our infinite wisdom, that it takes a top-notch game to do a license justice, and not vice versa, but we'd be wrong. You see, there exist a few license-based titles that are just so mind-bendingly bizarre in concept and/or utilization of said license that they are almost entertaining unto themselves. Here, then, are a trio of titles from yesteryear sure to make you wonder what their marketing departments were smoking:



The A-Team

(Atari, Atari 2600, 1983)

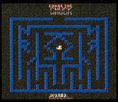
It's 1983. Every kid between the age of eight and 14 wants to be part of their favorite mercenary organization, the A-Team. So, what do you do? You make a game where the player becomes the disembodied head of their favorite member and nukes marauding aliens with blasts of energy to "save Hannibal." Yeah. Even Murdock wouldn't have dreamt this one up—pity the foo's that dropped money for this turkey.



Bible Adventures

(Wisdom Tree, NES, 1987)

What bigger license is there than that of the most popular book ever written? And hey—the owner doesn't demand any royalties, either! Control Old Testament heroes like Baby Moses and David over a variety of side-scrolling levels as you teach those durn heathens a lesson in humility. It's a property so hot, it's almost holy!



Chase the Chuckwagon

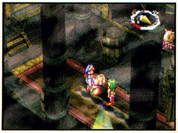
(Atari, Atari 2600, 1983)

You're a pixellated canine in hot pursuit of that durn little wagon from the godforsakenly popular commercials of the early '80s. Dredging the bottom of the ol' license barrel, perhaps? Hey, it could be worse—try imagining a 32-Bit game using the Old Navy license. Ouch.

Theme: RPG
# of Players: 1
Availability: October
Developer: Game Arts
Publisher: SCEA
URL: www.scea.com

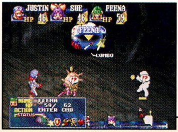
Grandia

Game Arts' Saturn classic gets the PlayStation once-over



If you thought Xenogears' polygonal environments were snazzy, Grandia will reduce your feeble retinae into quivering blobs of unfocused jelly.

I'm so jealous that she can get
the President all to herself!
EEE!! I'm SOO F-R-U-S-T-R-A-T-E-D!!



70

Sony's estimated number of gameplay hours in Grandia.

When Final Fantasy VII hit the PlayStation, Saturn-owning RPG fans seethed in silent jealousy of Square's benchmark title. But when Game Arts, developers of Alisia Dragoon and the Lunar series, announced Grandia, jealousy turned to pride. Here was a game all RPG fans could be proud of! Unfortunately, Grandia came near the end of the Saturn's life cycle and was never brought to the U.S. Fortunately, a PSX port and swift English localization were in the game's future. So after all the hype, how does Grandia compare? The answer is: surprisingly well.

The hero of Grandia is the young, idealistic archetype, Justin. Ever since his father's disappearance years ago, this 15-year-old boy has wanted to follow in his father's footsteps; to become an adventurer. A chance discovery in the nearby Sult Ruins alerts Justin to an ancient civilization. But General Baal and his Garlyle Forces are also seeking this civilization's secrets. Determined to make his mark

as an adventurer, Justin sets out to the New Continent with his childhood friend, Sue, and her pet, Puffy.

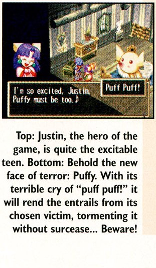
The story is one we've heard a dozen times before in a dozen different RPGs. But, as with their Lunar series, Game Arts manages to make a generic tale seem new and fresh once more. The characters are likeable and well-developed, and the story holds its share of plot twists. But while Grandia's story may seem old-fashioned, the twin engines that drive it—field and battle—are state of the art.

The field engine has been ported to the PSX with remarkable aplomb—Grandia was so closely tied to the Saturn's hardware, with its lesser 3D power but larger-texture RAM, that many doubted it would be possible. Grandia's most immediate draw is its richly detailed, well-textured environments. Unlike the environments in some recent 3D RPGs, Grandia's are fully detailed, completely three-dimensional and very interactive. It's rare that an RPG can be complimented on its architecture, but Grandia's dungeons, towns and other environments deserve all the praise they can get.

The battle engine is also similarly innovative. Battles unfold in realtime; heroes and enemies alike have an Active Time Bar called an "IP Gauge." The Gauge has three stages: wait, command (COM), and action (ACT). The four characters wait until the bar reaches "command," at which time they choose a command: combo attack (several hits against multiple foes), critical attack (single, powerful hit), magic/moves, defend, etc. The bar fills to "action" and the command is executed. More powerful commands take longer to execute. The complexity comes in countering and canceling attacks against your party; properly timing your strikes to hit between the enemies' "Command" and "Action" stages lets you deal more damage or cancel their attacks altogether. Combine this with rudimentary location-based strategy and combination weapon/spell attacks, and you have a fast, furious and strategic RPG battle engines—one of the best we've seen in quite a while.

Grandia's depth will keep most RPG players busy for weeks: over 200 enemies, 200 weapons and 200 items; over 80 spells and attack moves; and two discs filled with story, animated sequences, varied music and even voice acting. Still, the question remains: will Grandia be a better title than Square's Final Fantasy VII and VIII? The answer is no; Grandia will be a different game—but one likely as deserving of your attention as Square's RPG epics.

We found it, Gantz!
The first treasure!!



I'm so excited, Justin.
Puffy must be too. ♪

Puff Puff!

Top: Justin, the hero of the game, is quite the excitable teen. Bottom: Behold the new face of terror: Puffy. With its terrible cry of "puff puff!" it will rend the entrails from its chosen victim, tormenting it without surcease... Beware!

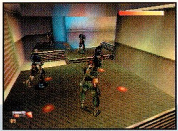
Pufft-Pufft Pufft-Pufft.
Puff-Puff Puff! Puff-Puff-Puff!

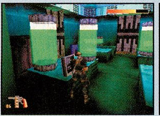
JUSTIN
SUE
Experience Points
GRANDIA

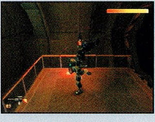
Fighting Force 2

Stomping science, Syphon Filter style

Theme: Action
# of Players: 1
Availability: Q4 99
Developer: Core
Publisher: Eidos
URL: www.eidos.com



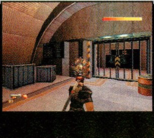


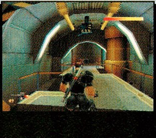


As the lone returning character from Eidos' mediocre beat-em-up of yesteryear, Fighting Force, Hawk Manson has a job to do. It seems the evil Nackamichi Corporation (we're not sure when the redundant "ck" became part of romanji) has gotten all uppity and decided to produce the world's first artificial life form: a human clone. What's a fighting force to do, when science goes rogue and tampers in God's domain? Why, kick that darn clone's arse, of course.

Off trots our hero Hawk, kung-fu skills and all, to bring the Nackamichi corporation and its unholy creation down, by posing as a member of an eco-terrorist group and dishing out a little vigilante justice. You'll have an array of fighting techniques, as well as several weapons, at your disposal as you navigate the Hawkster through nine different locales, divided into 24 stages. Gone is the "3D Final Fight" engine of the past in favor of a more Tomb Raiderish perspective, although the game still relies on fisticuffs and firepower over tricky jumps and timing puzzles. Special emphasis is being placed on the AI of the enemies—they will dodge, hide, trigger alarms, and call for support as you bludgeon, beat and blast them into submission. All of this action takes place in a slick 3D engine that, even at this time, pushes the PlayStation pretty hard.

The transformation of the series from a middleweight 3D Streets of Rage clone to a 3D action/stealth title will certainly intrigue fans of the genre looking for a post-Syphon Filter fix. Does Hawk Manson have the brass to hang with Gabe Logan and James Bond? One doesn't have to be an eco-terrorist to know that Eidos has a fighting chance.





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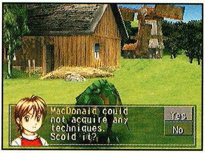
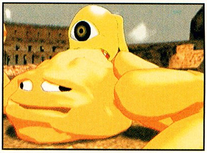
Theme: Misc.
# of Players: 1-2
Availability: September
Developer: Tecmo
Publisher: Tecmo
URL: www.tecmoinc.com

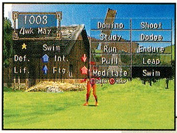


MacDonald could not acquire any techniques. Scold it?



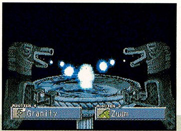
Monster Rancher 2

Tecmo's answer to Pokémon returns to the PlayStation



RESULT
Purse 1000G
Bonus 150G
Total 1150G

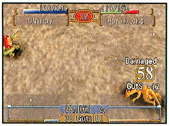
Here's the prize money.



Monsters can also be combined to produce more powerful creatures.

400

different monsters are available for breeding. This includes most of the 200 creatures from the first Monster Rancher. You can even import your killer creations from the original via memory card.



117/117
22
43/124
Ayla
Bandana
Flame
35% Hit
31 Guts 44

Tired of the monster-breeding craze yet? The Tomagotchi may have melted off the cultural radar faster than Vanilla Ice, but it looks like the "virtual pet" crazy is here to stay. The genre first hit the PlayStation two years back with Monster Rancher, a monster training and breeding sim. Gamers trained monsters on a secluded ranch before battling their way through the ranks of a combat circuit or going one-on-one against a friend's creature. With glowing reviews, the title garnered a large, devoted, cult-like following—some players even set up virtual Web shrines to solemnly honor their deceased creations.

Already one of this year's top-selling Japanese titles, the sequel is nearly ready for release on our side of the Pacific. Monster Rancher 2 still plays like the original: Monsters are created via your CD collection and cared for with the help of your good-natured assistant. You can fine-tune specific statistics through a variety of exercises on your ranch, or send your monster away on a gruelling month-long journey where even greater techniques and experience may be gained. Make sure to allocate the proper amount of food and rest, though, or you'll find yourself playing Monster Pallbearer.

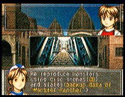
Of course, Monster Rancher 2 introduces numerous new features that build upon the success of the first title. The game now takes place entirely in 3D, meaning you can follow your monster as it ventures across the rolling hills surrounding the ranch—a great improvement from the original's static 2D backdrops. When you're ready to prove your monster's strength, multiple battle arenas await. And after a long day's work, you and your monster can unwind with a good ol' snowball fight or another suitably relaxing activity.

Tecmo has high hopes for Monster Rancher 2, with an extensive line of merchandise in the works and an animated series now airing courtesy of the BKN Kids Network.

Fans of one of the most unique PlayStation titles to date should be quite pleased by the many additions in Tecmo's addictive sequel.

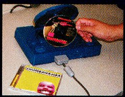
Dig Out Those Old, Dusty CDs

One of the most innovative features in Monster Rancher 2 is the manner in which monsters are created: with your CD collection. By analyzing the data found on any CD—be it PlayStation, CD-ROM, or music—the game "releases" a monster from its shiny circular prison. In the original, some discs even yielded secret monsters specific to the CD's theme: INXS' Kick released a monster shaped like a soccer ball, while the Spice Girls' debut album created a sickeningly adorable monster called "Cutey." Two of the rare monsters in the U.S. version of Monster Rancher 2 are said to come from the Beastie Boys' Hello Nasty and Metallica's And Justice For All.

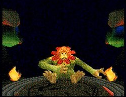


We reproduce monsters using disc stones(CD) and slates(backup data of Monster Rancher).

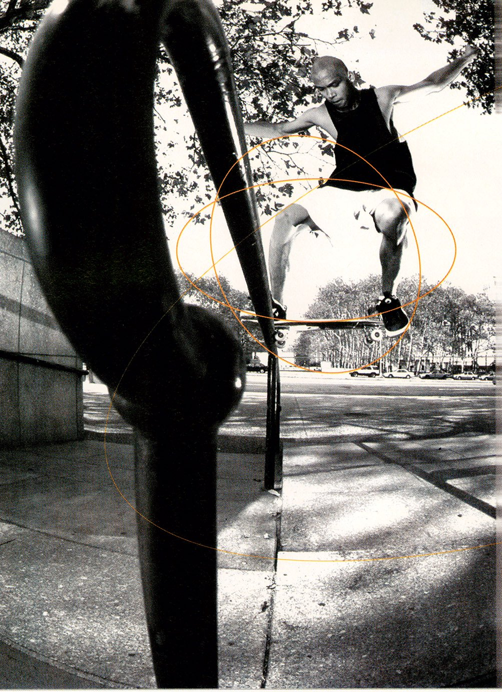
Looking to create your own monster? Start by heading over to the shrine...



...find another use for this CD besides torturing your cat...



and out comes a Tropical Ape!



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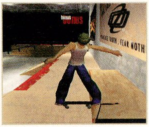

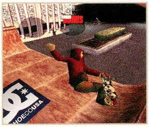

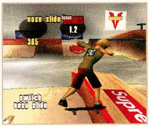

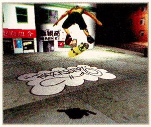

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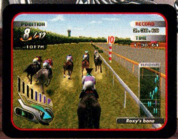
POSITION
8/12
RECORD
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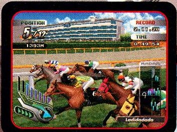
10
1017M
RADAR
Roxy's bone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2.11.20
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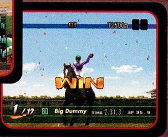
G1
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WIN
1/12
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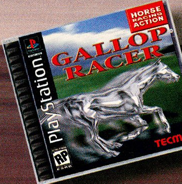
Big Dummy
TIME 2.31.3


HORSE RACING ACTION
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RP
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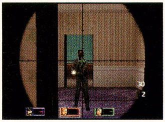
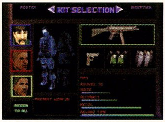
TECMO®

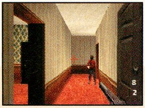
Theme: Action
# of Players: 1
Availability: Q1 2000
Developer: Rebellion
Publisher: Red Storm Ent.
URL: www.redstorm.com

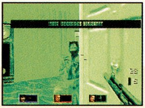


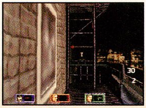


Rainbow Six

A clear and present adventure for Clancy fans

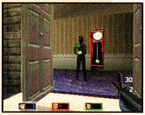




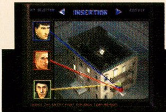


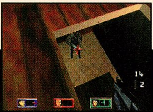
Ever wanted to head up an elite anti-terrorist squad, but didn't want to leave the comfort of your La-Z-Boy? Well, Red Storm Entertainment is going to give you that chance, soldier, with the forthcoming port of their PC hit, Rainbow Six. Roughly based on the Tom Clancy novel of the same name, Rainbow Six gives you, the couch potato warrior, a chance to take control of three tough-as-nails combat pros and guide them to victory over terrorist forces in 12 different, realistically-modeled locales. Unlike other so-called "stealth" titles such as Syphon Filter, Rainbow Six places an emphasis on realism over cinematic exploits—you'll have to play smart and silent if you want to survive. A single shot can be fatal, so you must use strategy and surprise to catch those wily terrorists off guard. In order to ensure your success, there is a limited pre-planning phase before each mission, where you can deck out your troopers with realistic firepower and gadgetry. Worried about the enemy seeing you first? Use a heartbeat sensor to find out where the patrolling baddies are. Outnumbered and outgunned in the corridor ahead? Toss a flashbang into the room, sight 'em down, and knock 'em over. Night-vision goggles, grenades, and specialized arms can be used as well, depending on the mission circumstances. All the weapons and equipment used are authentic—so no rail guns or plasma cannons are here.

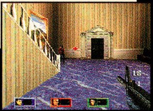
In order to bring this rather detailed title onto the PlayStation and its whopping 2 megs of RAM, a few sacrifices had to be made. The most obvious cut is the extensive preplanning phase found in the PC version—now, you simply choose your team, outfit them and pick the insertion points. Still, that's more detail than you'll find in any other PlayStation first-person shooter, and it adds a sizeable amount of depth. In fact, proper outfitting and equipment selection can make the difference between life and death, so choose wisely. The enemy AI is no slouch—the unprepared will get shipped home in a Lycra bag. The graphics, also, are nothing to write home about, but they get the job done and are surprisingly unglitchy.



If you're looking for a first-person shooter title that's more realistic than anything else out there and will fire a few unused neurons, to boot, Rainbow Six is one sortie you won't want to miss. Lock and load for drop, trooper!







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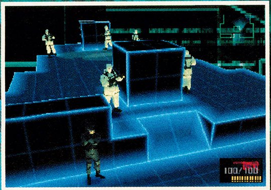

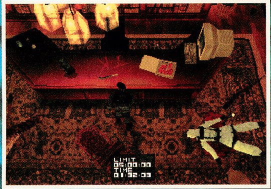
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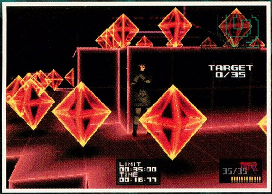
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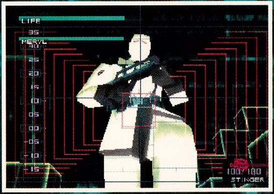
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MERYL
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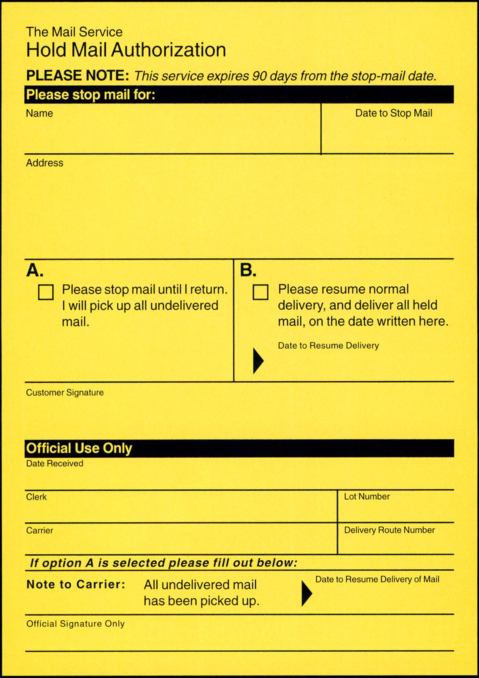

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Hold Mail Authorization

PLEASE NOTE: *This service expires 90 days from the stop-mail date.*

Please stop mail for:

Name	Date to Stop Mail

Address

A. ☐ Please stop mail until I return. I will pick up all undelivered mail.	**B.** ☐ Please resume normal delivery, and deliver all held mail, on the date written here. Date to Resume Delivery ▶

Customer Signature

Official Use Only

Date Received

Clerk	Lot Number
Carrier	Delivery Route Number

If option A is selected please fill out below:

Note to Carrier: All undelivered mail has been picked up. ▶ Date to Resume Delivery of Mail

Official Signature Only

COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Star Ocean
THE SECOND STORY™

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Every single person you meet, every step and every decision you make will ultimately shape your destiny. And the fate of a planet.

In short, the maniacal gods are poised to kill every single living creature with a great meteorite that is quickly and furiously hurtling straight for your planet. Ferocious monsters threaten at every turn. Evil magic lurks in the shadows. And to raise the stakes, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a friend dies in battle, you'll feel incredible rage that will cause you to fight with even more furious combat moves.

And there is no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you will then find yourself mastering difficult skills like alchemy, metalwork, songwriting, and even cooking.

You will find yourself braving the countless routes while traveling through this game. And there are over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

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PlayStation®

WWW.PLAYSTATION.COM

EVERYONE
E
CONTENT RATED BY ESRB

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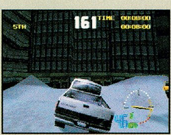
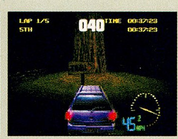
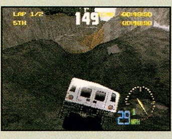
Test Drive Off-Road 3



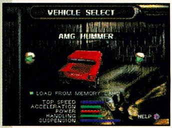


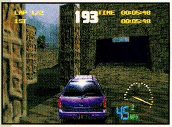


Theme: Racing
# of Players: 1-2
Availability: October
Developer: Infogrames
Publisher: Infogrames
URL: www.infogrames.com

Need a Hummer but don't have the White House connections to score one? Well, if the Hummer you are after is the four-wheeled kind, then Infogrames' forthcoming Test Drive Off-Road 3 may be just the ticket you're looking for. Among its roster of nearly 30 fully licensed vehicles, the AM General Hummer is the most famous and most sought-after off-roadster, and is the marquee machine in the game's lineup of over 30 licensed SUVs and all-terrain cruisers. The game itself sports some of the most polished and glitch-free graphics seen in a racing game to date, all at an incredibly slick 30 fps. The 11+ courses range from a redwood forest to a treacherous swamp to Mount Fuji itself, guaranteeing plenty of grueling terrain to pit your monster machine against. Moreso than other titles of this genre, the terrain will be your biggest foe, although the computer racers (or a pal if you go the split-screen multiplayer route) are no slouches. Mud pits, streams, trees, hills and moguls all vie to turn your hard-earned four-wheeler into so much scrap metal. Car modeling is also superior in this incarnation, and many of the vital statistics, such as the tires and suspension, can be customized.

With tighter controls, better graphics, and cooler vehicles than the previous two installments, Test Drive Off-Road 3 is shaping up to be a serious turf-thrashing experience.

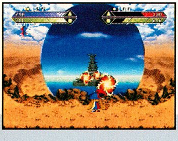


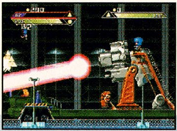


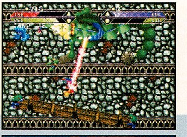
Check out the phat specular highlights on the cars. You know you're impressed.

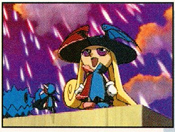
Silhouette Mirage

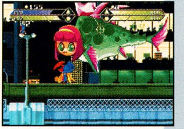
Theme: Action
# of Players: 1
Availability: October
Developer: Treasure/ESP
Publisher: Working Designs (SPAZ)
URL: www.workingdesigns.com







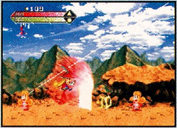




A staple in any Treasure game, Silhouette Mirage features many bizarre bosses. Above, you fight a crazed doll-headed giant fish who also happens to be a florist.

When you hear the name of Japanese developer Treasure, one thought springs to mind: 2D. The much-heralded masters of 2D, made famous by titles such as Gunstar Heroes, Dynamite Headdy, and Radiant Silvergun, make their PlayStation debut with Silhouette Mirage, a side-scrolling shooter with insane bosses and a liberal dose of weirdness. If you thought PaRappa was odd, wait until you get a load of Shyna Nera Shyna.

Sporting a winged cap and blonde pig-tails, Shyna has the distinct honor of being the Messenger of Justice, the one who protects the Edo System. Fresh off a suspension, she discovers that Edo has crashed and is now causing widespread genetic mutations. Shyna must now find the source of the problem, repair Edo, and restore order to the system. However, there's one small problem. The mutations have turned the locals into bizarre creatures (we're talking giant fish with the head of a child's doll) who either possess the power of Silhouette (blue) or Mirage (red), and the only way to defeat them is by attacking with the opposite power. Fortunately, Shyna is a master of both Silhouette and Mirage, and the unique gameplay is based on this concept.



Originally released in 1997 for a now-deceased system (no need to mention names), Working Designs has done their usual humor-laced translation, as well as enhancing the anime cutscenes so that they run at a slightly higher resolution. After a few delays, Silhouette Mirage should be hitting stores in October.

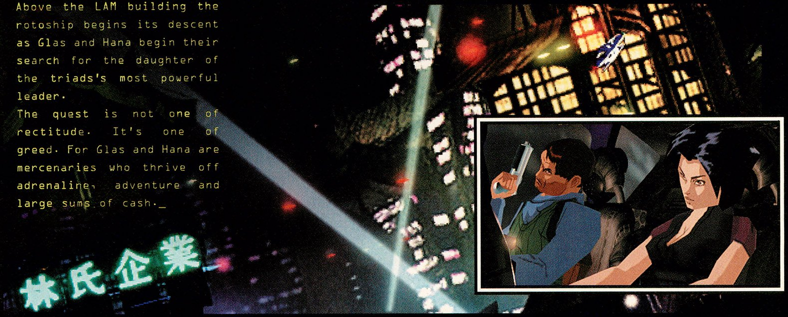
PlayStation

MATURE
M
CONTENT RATED BY ESRB

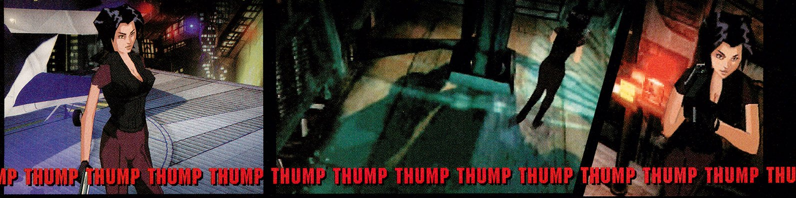
Hong Kong

Above the LAM building the rotoship begins its descent as Glas and Hana begin their search for the daughter of the triads's most powerful leader.

The quest is not one of rectitude. It's one of greed. For Glas and Hana are mercenaries who thrive off adrenaline, adventure and large sums of cash._



Hana heads out to find an old associate. The building is abandoned yet Hana senses something isn't right. She moves catlike—swiftly and deadly. Her beating heart controls every move._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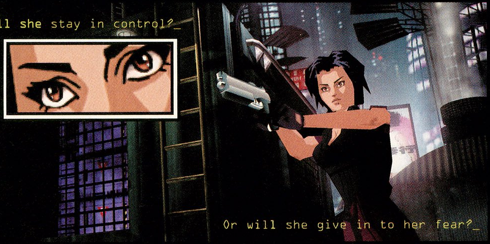
Will she stay in control?_



Or will she give in to her fear?_

fear factor

Control your fear. Control your character.

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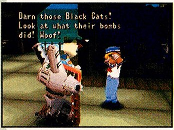
Tail Concerto

Theme: Action/Adventure
# of Players: 1
Availability: September
Developer: Bandai
Publisher: Atlus
URL: www.atlus.com

Chaos is threatening the world. Systematically attacking populated areas, a militant minority faction has vowed revenge against their oppressors. Homes explode in flames, airships are sabotaged, and terror reigns supreme. With no hope left, you are given the desperate task of stopping the insidious, malevolent forces behind the destruction. Your foes? Kittens.

OK, it may not strike fear deep into your heart, but Tail Concerto is a cute and colorful 3D platformer pleasantly reminiscent of a Saturday-morning cartoon. As police-dog Waffle, you soar above the floating islands of Prairie in your police blimp, eventually visiting eight different locales in an effort to halt the Black Cats Gang's mischief. When the time comes to apprehend the frisky felines, Waffle steps into his mecha police suit to run, jump, climb, and even fly through the cleanly rendered and varied environments. The suit's long arms allow him to snatch up escaping kittens and throw objects at distant targets, while his bubble blaster serves either to immobilize foes or slowly deplenish a boss' life bar. More than 20 minutes of anime sequences and loads of fantastic voice acting help move the light-hearted story along.

While Bandai's previous efforts have been trashed by critics, Tail Concerto seems to be shaping up into a solid platformer geared toward younger audiences. Atlus has picked up the rights for a U.S. localization and should have the game available in stores by the time you read this.

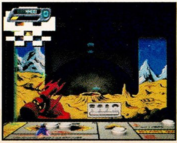


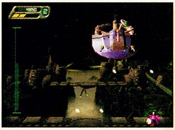
Darn those Black Cats!
Look at what their bombs
did! Woof!

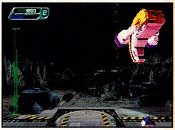
The fine line between amusingly quaint and bloody bizarre is tested in another Japanese game.

Space Invaders

Theme: Action
# of Players: 1-2
Availability: Q4 99
Developer: Z-Axis
Publisher: Activision
URL: www.activision.com







Left: The bosses in Space Invaders are big and belligerent. Upper right: Background look familiar? And what's that in the upper-leftmost corner?

The resurrection of yesteryear's classic titles with modern graphics and updated play mechanics is the big trend of 1999, especially after Frogger racked up million-plus sales and other remakes, such as Tempest 2000 and Asteroids, scored big as well. It should come as no surprise, then, that the granddaddy of the shoot-em-up genre, Space Invaders, should get a 32-Bit makeover, as well. And quite a makeover it is—developer Z-Axis has taken Taito's classic shooter and given it a completely polygonal facelift, accompanied by a score of new play techniques. Shooting aliens of like color will score specific power-ups, giving the game a sorely needed shot of strategy. New alien types with a variety of attacks, challenging boss encounters, and new play modes evolve the game beyond its pixel-plonking roots, giving it the technique and replayability today's rather savvy gamer expects. For the die-hard Space Invaders junkie, clever visual references and sight gags abound (check out the terrifying last boss, for example), keeping the fires of nostalgia alive without compromising the more advanced play expected of today's games.

Of course, the game itself still remains simple at heart, making it accessible to players of all ages and types (despite its 32-Bit trappings and third-wave stylings). If other redux classics such as Frogger and Centipede tickled your fancy, you certainly won't want to miss Space Invaders when Activision releases it this fall.

16 OUTRAGEOUS FIGHTERS READY TO GET DOWN AND GET IT ON.

LET'S GET READY TO RUMBLE®

READY 2 RUMBLE™ BOXING

SALUA TUA vs. **AFRO THUNDER**

STALKED BY HARPOON-TOTING WHALERS

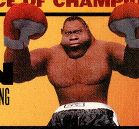
THE BIGGER THE 'FRO, THE HARDER THEY FALL

IN-GAME ANNOUNCEMENT BY ★ MICHAEL BUFFER ★, THE VOICE OF CHAMPIONS™

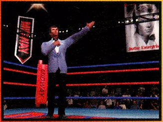
SELENE STRIKE vs. **BUTCHER BROWN**

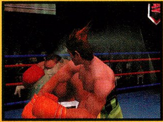
YOU WISH YOU COULD FIGHT LIKE A GIRL

HIS MEAT COMES FRESH FROM THE RING



HIDDEN COMBO MOVES FOR CRUSHING PUNISHMENT · "RUMBLE POWER" UNLEASHES EXTREME MOVES





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Sega Dreamcast

NINTENDO 64

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PlayStation

Sega Dreamcast™ screen shots shown

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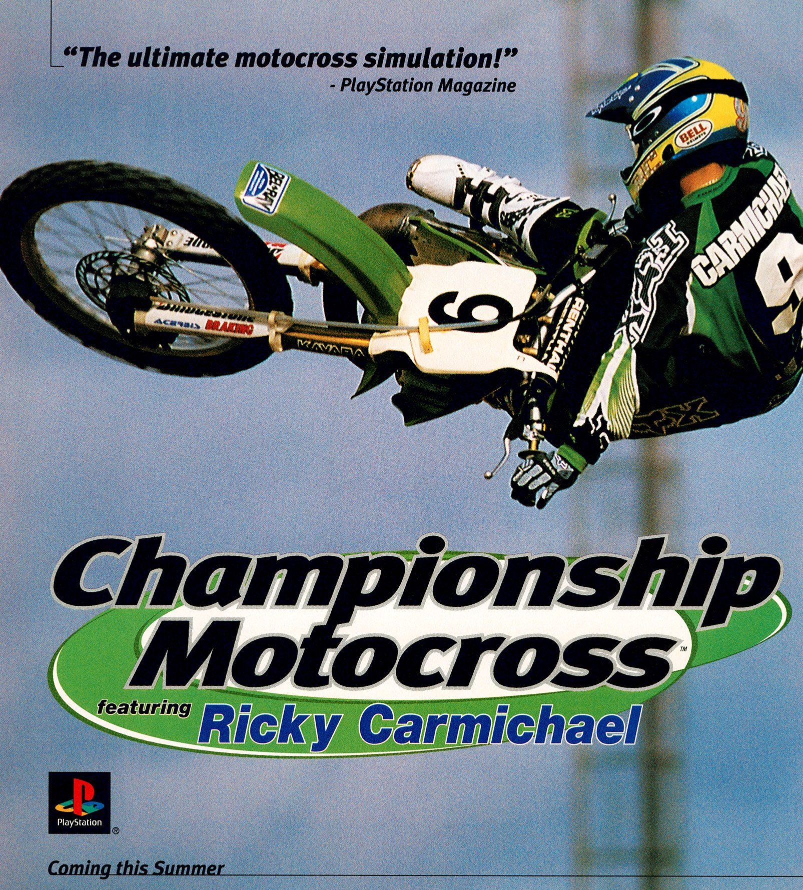
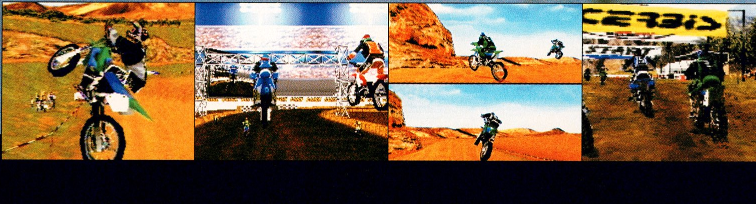

BELL
CARMICHAEL
9
BRIDGESTONE
ACERBIS BRAKING
KAYABA
RENTHAL

"The ultimate motocross simulation!"
- PlayStation Magazine

Championship Motocross™
featuring Ricky Carmichael

PlayStation®

Coming this Summer


CERBIS
START

GET REAL!

- *Proprietary "Real Motocross Dynamics" system – The first PlayStation® game console game with realistic motocross physics*
- *2 time AMA Nationals Champion Ricky Carmichael - Race as or against the future of motocross*
- *High flying stunts and aggressive pack racing action*
- *6 play modes from Championship to Head-to-Head*
- *Over a dozen realistic tracks including motocross, supercross and enduro*
- *True weather effects actually influence bike and rider performance*
- *9 customizable dirt bikes*
- *Adrenaline-pumping soundtrack*

PlayStation
NTSC U/C
PlayStation
Championship Motocross
featuring Ricky Carmichael
EVERYONE
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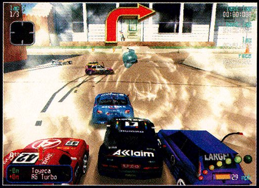
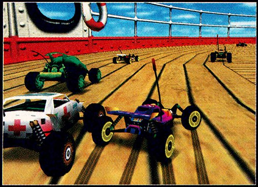
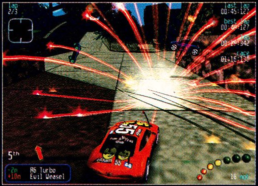

Lap 1/3
Toyeca
R6 Turbo
Acclaim

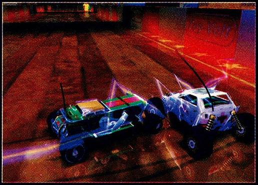
True-to-R/C-racing physics! Objects and surfaces affect the action just like real life!



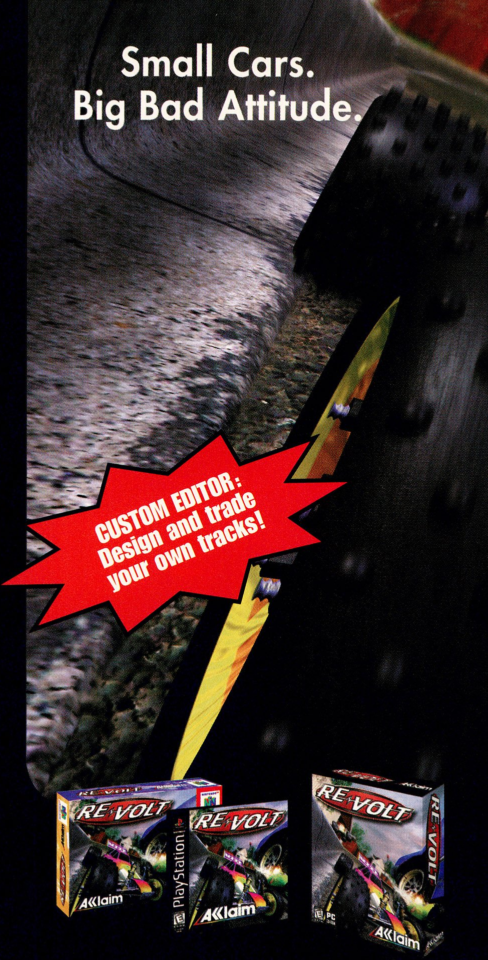
Wildly interactive environments: museum, cruise ship, ghost town and supermarket!


5th
R6 Turbo
Evil Weasel

Pint size weapons pack a major punch: bottle rockets, ball bearings and the shockwave!



4 racing modes and *battle mode*! Go blast away on the blacktop at the playground!


Small Cars.
Big Bad Attitude.
CUSTOM EDITOR:
Design and trade
your own tracks!
RE-VOLT
PlayStation
Acclaim
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EVERYONE
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NINTENDO 64

PC CD-ROM

PlayStation®

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This is remote control racing done right! Realistic R/C physics, great weapons, awesome environments and eye-spinning graphics. Rip it up on tracks littered with objects to knock out of your way and into your opponents. Gun it through environments you always dreamed of racing through, but never could before! Barrel through museums, trash toy stores, and blast through botanical gardens. Cause serious mayhem with a seriously small car. All at scale speeds of up to 300 mph. Remember: When you want the maximum racing experience, pick the right model — Re-Volt.

RE-VOLT™

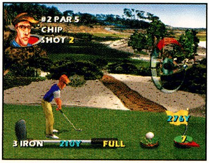
Radio Controlled Revolution

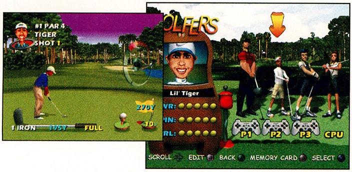
Cyber Tiger

Sports celeb Tiger Woods lends his name (along with the trendy "cyber" prefix) to this hot golf offering from EA. With a roster of cartoony characters and a quick pace of play, Cyber Tiger promises a healthy dose of arcade-style play. Between this title and Hot Shots 2, fans of "party" golf gaming have a lot to look forward to.

Theme Sports	**Publisher** EA Sports
# of Players 1-4	**Developer** EA Sports

URL: www.easports.com


#2 PAR 5
CHIP
SHOT 2
3 IRON 210Y FULL
276Y
7


#1 PAR 4
TIGER
SHOT 1
1 IRON 195Y FULL
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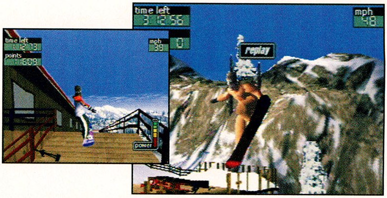
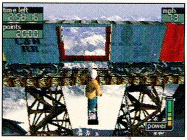
10
OLFERS
Lil' Tiger
P1 P2 P3 CPU
SCROLL EDIT BACK MEMORY CARD SELECT


time left
points
mph
power
replay

Cool Boarders 4

Developer Idol Minds, responsible for the innovative Rally Cross sequel of last year, takes the reigns for the fourth Cool Boarders installment.


time left
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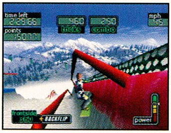
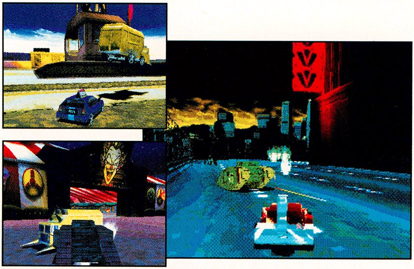
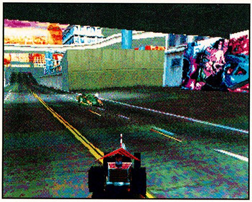

time left
points
tricks
combo
mph
Frontside 360 + BACKFLIP
power

Theme Sports	**Publisher** 989 Studios
# of Players 1-2	**Developer** Idol Minds

URL: www.989studios.com





Twisted Metal 4

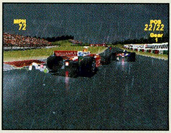
We're all familiar with the fiasco Twisted Metal III turned out to be, so perhaps a little cynicism is warranted. Still, if these screens are any indicator, Twisted Metal 4 is looking good. Really good. Let's hope 989 takes their time and does this installment right.

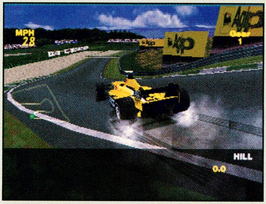
Theme Action	**Publisher** 989 Studios
# of Players 1-2	**Developer** 989 Studios

URL: www.989studios.com

Formula One 99

Psygnosis ups the ante in this year's battle of the F1 racers with a tight new car physics engine, better AI and more pit/grid strategies. This one looks to be the definitive PlayStation F1 racer.


MPH 72
POS 22/22
Gear


MPH 28
Gear 1
HILL
0.0

Theme Racing	**Publisher** Psygnosis
# of Players 1-2	**Developer** Psygnosis

URL: www.psygnosis.com

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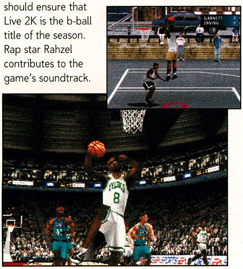
NBA Live 2000

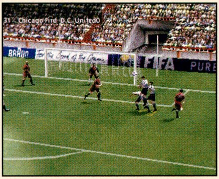
EA Sports looks to maintain its dominance of the roundball genre with Live 2K. Better graphics, a smoother frame-rate, improved AI, and motion-captured animation of dunk sensation Kevin Garnett should ensure that Live 2K is the b-ball title of the season. Rap star Rahzel contributes to the game's soundtrack.



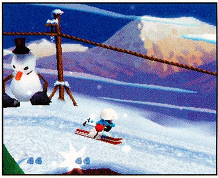
Theme Sports | **Publisher** EA Sports
# of Players 1-4 | **Developer** NuFX
URL: www.easports.com

FIFA 2000

Subtitled "Major League Soccer," FIFA 2K features the fully licensed lineup of all 12 MLS teams and the 250 or so players on them. Forty classic teams and a refined play engine round this installment of the popular footie series out into a serious contender. Motion capture of Eddie Pope and Sol Campbell ensures realistic-looking action.



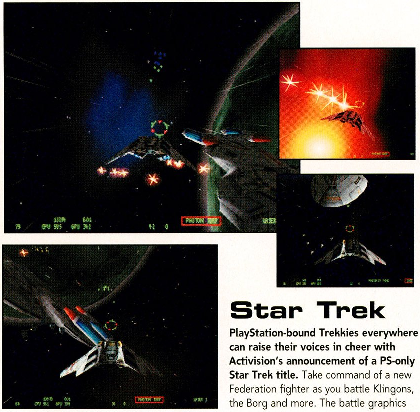
Theme Sports | **Publisher** EA Sports
# of Players 1-4 | **Developer** EA Sports
URL: www.easports.com



Smurfs

Apparently, the French love these blue critters almost as much as Jerry Lewis, so they've gone and made a game of them. Jokes aside, the graphics look incredibly sharp and every character you grew up with is represented. The game is aimed at the youngsters so the game play is on the simplistic side.

Theme Action | **Publisher** Infogrames
# of Players 1 | **Developer** Heliovisions
URL: www.infogrames.com

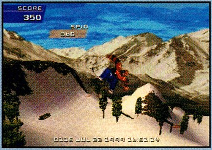


Theme Action | **Publisher** Activision
# of Players 1 | **Developer** Warthog
URL: www.activision.com

Star Trek

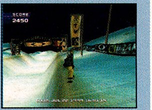
PlayStation-bound Trekkies everywhere can raise their voices in cheer with Activision's announcement of a PS-only Star Trek title. Take command of a new Federation fighter as you battle Klingons, the Borg and more. The battle graphics are some of the glossiest seen in a space combat title, with enough alpha channel effects to make even the most devout Colony Wars freak pause. Who needs a life when the fantasy looks this good?

Theme Sports | **Publisher** THQ
# of Players 1-2 | **Developer** THQ
URL: www.thq.com



MTV Sports: Snowboarding

Video gaming's most fashionable subgenre gets yet another entry with this MTV-licensed racer. The expected gimmick? You can build your own racing runs.



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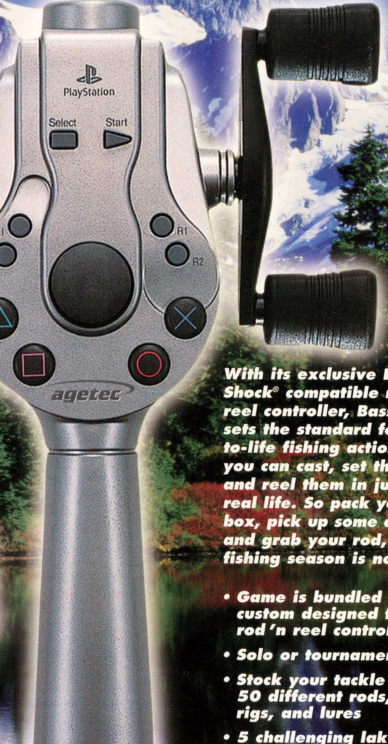
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Select
Start
L1
L2
R1
R2
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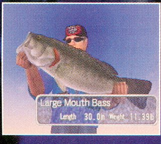
With its exclusive Dual Shock® compatible rod and reel controller, Bass Landing sets the standard for true-to-life fishing action. Now you can cast, set the hook, and reel them in just like real life. So pack your tackle box, pick up some cold ones, and grab your rod, 'cause fishing season is now open.

- Game is bundled with custom designed fishing rod 'n reel controller
- Solo or tournament modes
- Stock your tackle box from 50 different rods, reels, rigs, and lures
- 5 challenging lakes, 14 species of fish
- Cast side arm, overhead, or skip
- Tutorial mode shows how the pros hook the big ones
- Dual shock compatible



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Lure
Line
Exit

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Good to use for light lures.

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70.7F
DRAG 4
Line
052.5ft
000.3ft

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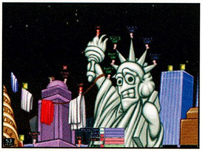
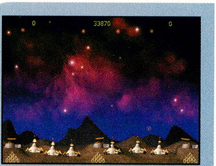


Worms: Armageddon

The PC hit worms its way onto TV sets everywhere, thanks to Hasbro. Multiplayer fans will adore the insanely explosive antics of these gung-ho annelids.

Theme Action **Publisher** Hasbro Int.
# of Players 1-2 **Developer** Team 17
URL: www.hasbro-interactive.com



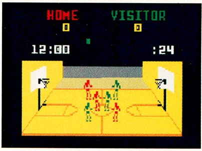
Missile Command

One of the best early arcade era games is getting its anticipated polygonal overhaul. Defcon 1 never looked so good.

Theme Action **Publisher** Hasbro Int.
# of Players 1-2 **Developer** Meyer/Glass
URL: www.hasbro-interactive.com

Intellivision Classics

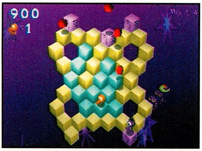
The classic titles from the world's first 16-Bit system come home again. All the chunky-size pixels a retro fan could ever pray for, and no nasty disc controller to shred your thumbs. What could be better?



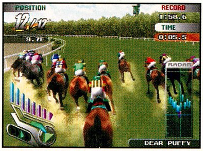
Theme Action **Publisher** Activision
# of Players 1-2 **Developer** Activision
URL: www.activision.com

Q*bert

@*$?#! Q*bert, that foul-mouthed fuzzy red ball is back in action, in full 3D. Surreal worlds populated with springy snakes and ferocious dust bunnies await his efforts.



Theme Action **Publisher** Hasbro Int.
# of Players 1-2 **Developer** Artech
URL: www.hasbro-interactive.com



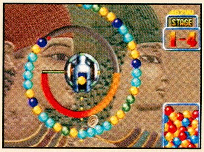
Gallop Racer

Play the ponies, or manage your own jockey. Gallop Racer gives you the option to take over just about any aspect of horse racing, save shoveling the stables.

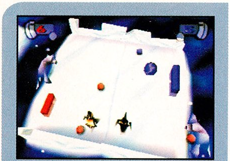
Theme Racing **Publisher** Tecmo
# of Players 1-2 **Developer** Tecmo
URL: www.tecmo.com

Time Loop

A very unique take on the Bust a Move-style game that took us by surprise. You must eliminate the colored balls slowly spiraling toward you by matching the colors.



Theme Puzzle **Publisher** Infogrames
# of Players 1-2 **Developer** Mitchell
URL: www.infogrames.com



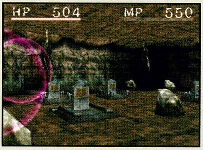
Pong

The game that started it all returns with a vengeance. Twenty levels filled with bizarre characters and paddle-slapping joy will test your ball-bouncing skills. The multiplayer game stands the test of time well.

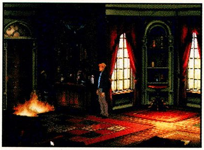
Theme Action **Publisher** Hasbro Int.
# of Players 1-2 **Developer** Supersonic Software
URL: www.hasbro-interactive.com

Shadow Tower

King's Field fans rejoice, as Agetec is bringing you From Software's latest ultra-detailed first-person RPG.



Theme RPG **Publisher** Agetec
# of Players 1 **Developer** From Software
URL: www.agetec.com



Broken Sword 2

And they said the point-and-click adventure genre was dead. Our hero must find his missing girlfriend and solve an ancient mystery in this well-animated title.

Theme Adventure **Publisher** Crave
# of Players 1 **Developer** Revolution
URL: www.cravegames.com

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Nice to see cops eat something besides jelly doughnuts!

No, you're not paranoid, man. They are out to get you. Luckily, you've come prepared with a beast of a car and the guts to run it to the redline. Watch the gap grow between you and the cops dude, as the gap between your accelerator and the floorboard disappears.

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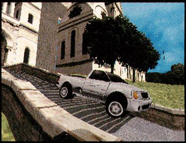
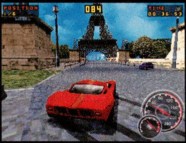
POSITION 1/6
113
TIME




POSITION 1/6
084
TIME 00:36:53

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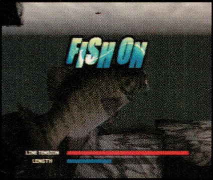
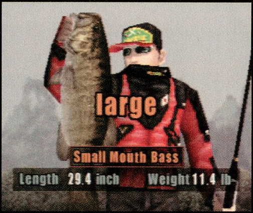


You know they're down there. Ignoring your best lure. Driving you crazy. But with Bass Rise's unique incredible underwater 3-D graphics, you might just get your chance to outsmart them. It's not just a game. It's eight exciting and challenging levels reached by capturing trophy class fish, twelve different lakes, hundreds of Megabass lures, even a dual shock control to actually feel the fish tugging on the line. This is as real as bass fishing gets. Maybe even better. Because now you can see that lunker when you wipe that smile right off his ugly face.

IF YOU LISTEN CLOSELY, YOU CAN ALMOST HEAR THEM LAUGHING.



BassRise™

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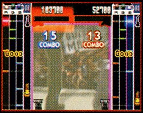
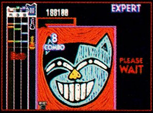
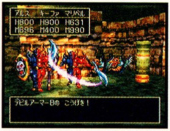
Guitar Freaks

Now, Konami

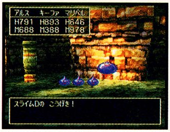
The latest in a popular series of musical games from Konami in Japan (previous titles include Beatmania and Dance Dance Revolution), Guitar Freaks may just be the best one yet. After you strap on the custom guitar controller (wannabes can use regular controllers as well if they don't want to shell out the extra $60), one or two players jam along to a series of infectious pop, blues, and hard rockin' tunes in the same simon-says play style of games like PaRappa and Um Jammer. Just hold different combinations of the three colored buttons on the neck of the guitar and strum to the beats as they rise to the top of the screen. With an awesome soundtrack and two-player simultaneous mode, this game lives up to its title by turning even the most casual gamer into a hardcore junkie aching for another fix. Still skeptical? Try to find the original stand-up version at your local arcade and see for yourself. Just make sure you don't let your new rockstardom go to your head!



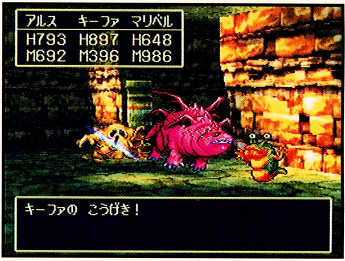




デビルアーマーBの こうげき！



スライムDの こうげき！



キーファの こうげき！

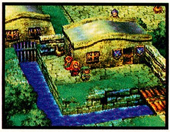
Dragon Quest VII

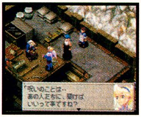
Enix

Theme RPG **# of Players** 1
Availability Q4 99 **Developer** Enix

Delays, delays, delays. It seems like the only updates we've had on Dragon Quest VII in the last year are delays. Well, finally this month we got a peek at something more—battle screenshots! Although it uses 2D sprites on 3D environments for the rest of the game, DQVII will have more traditional 2D animated graphics for its turn-based battles. A few story details have also finally leaked—apparently you will travel back in time for parts of the game to change the present a la Chrono Trigger.

For those who don't know, Dragon Quest is insanely popular in Japan—it's about the only RPG series that holds a candle to the mighty Final Fantasy franchise in terms of sales and popularity. This game is guaranteed to be HUGE in Japan, and since RPGs are currently all the rage in America, the chances we could see this one Stateside are looking pretty good.

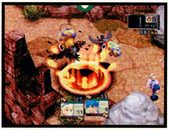




Breath of Fire IV

Capcom

The fourth and presumably final edition to Capcom's only RPG series for the current PlayStation, Breath of Fire IV looks a lot like part three from this first batch of screens—2D characters on 3D backgrounds. A closer look does reveal a few interesting differences though, like a combo meter in the battle screenshots. No gameplay details have been released yet, but the story centers around a lost boy (hmm, that sounds familiar) and an uneasy peace between two giant nations. The game will have six major characters and the developers are already hinting at the return of the infamous fishing mini-game. More on this one in the coming months.

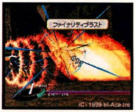


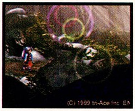
Theme RPG **# of Players** 1
Availability Q4 99 **Developer** Capcom

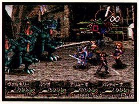
Valkyrie Profile

Enix

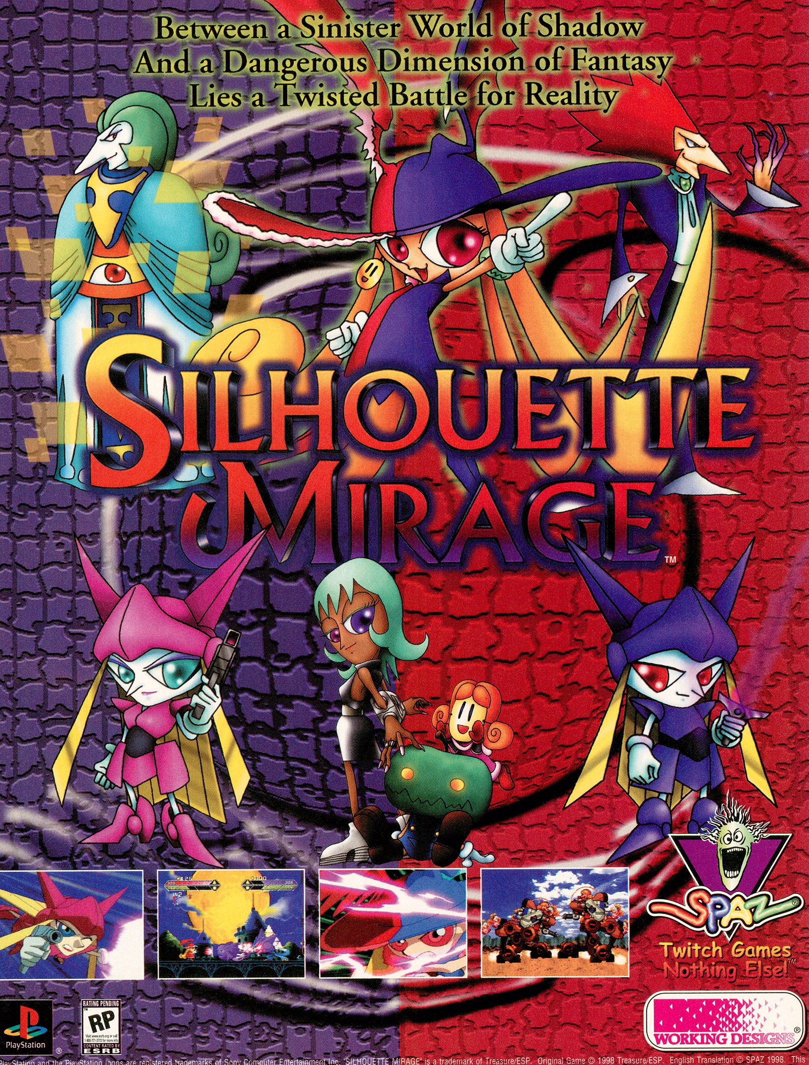
Star Ocean: The Second Story developer Tri-Ace has been hard at work on this unique-looking RPG for years, but they just started talking about it to the Japanese press this month. Based on Scandinavian myths, your job in Valkyrie Profile is to find and train suitable souls to send to the land of the gods, Asgard, to help Odin in his battle with the god Vanir. Most of the game takes place on scrolling 2D maps, and combat is a mix of real-time and turn-based battle systems, with attacks assigned to buttons and possible combos like a fighting game. No word yet on a possible U.S. release, but we'll be watching this one closely as it nears release.







Theme RPG **# of Players** 1
Availability Q4 99 **Developer** Tri-Ace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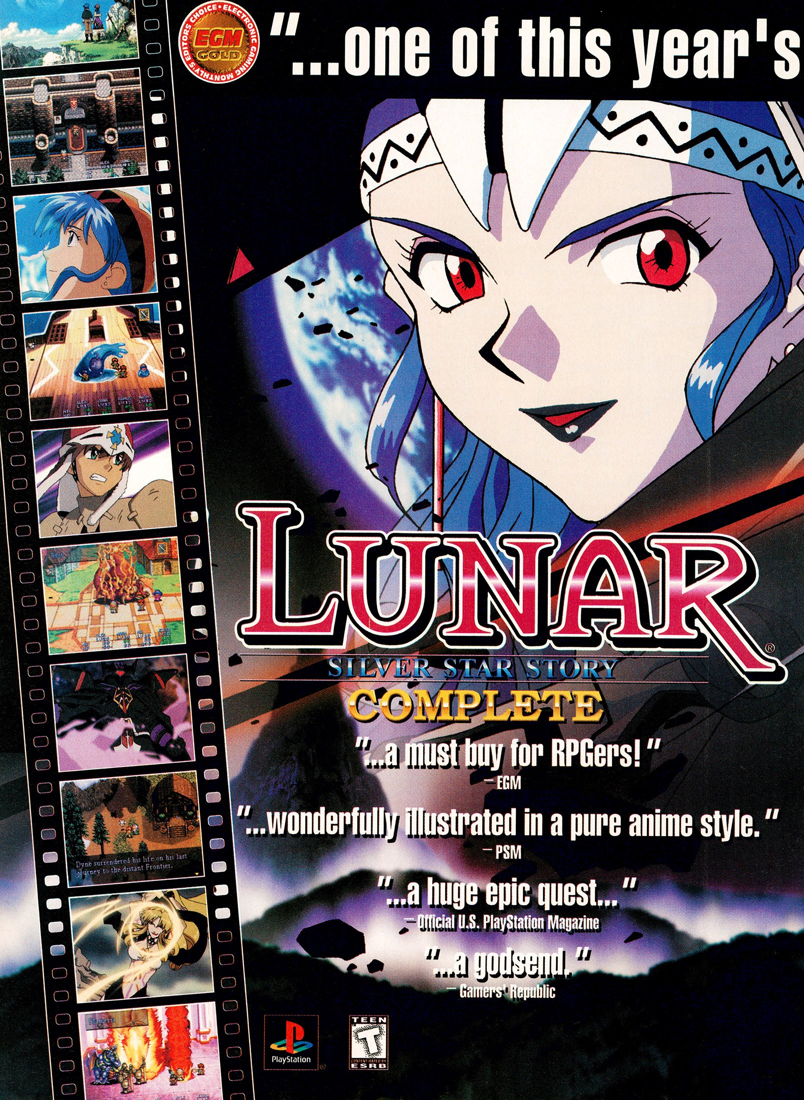
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must-play RPGs." — EGM

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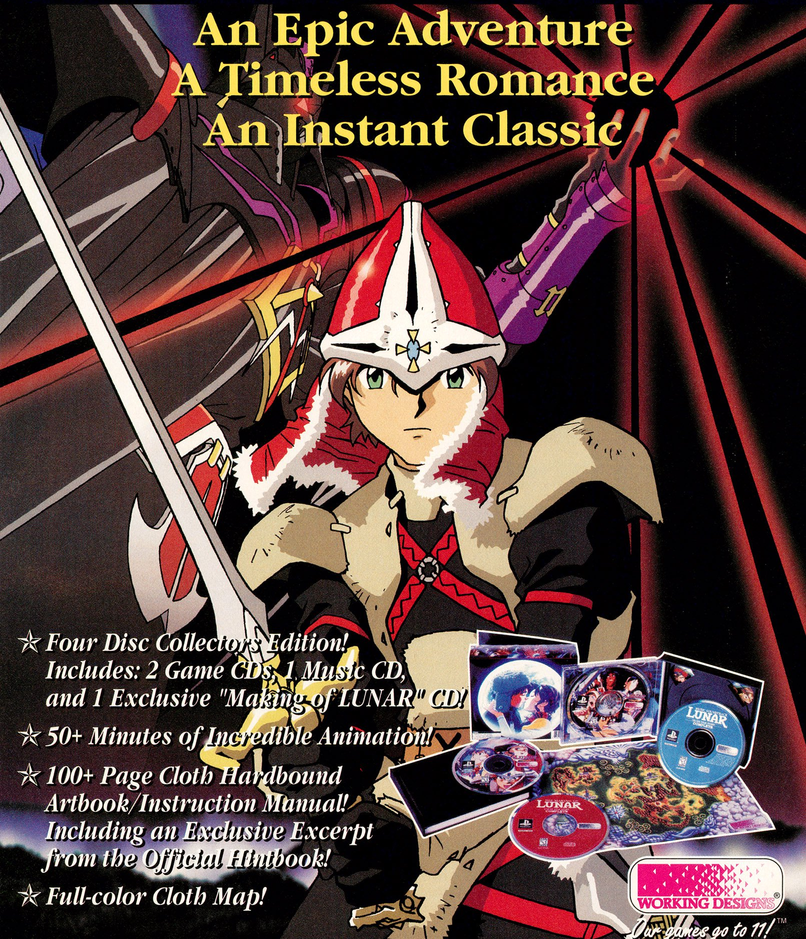
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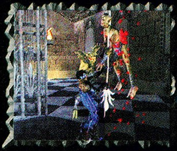
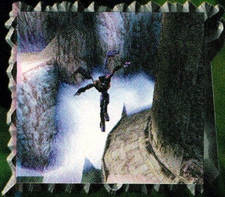
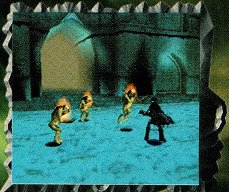
DESTROYING YOUR ENEMIES ISN'T ENOUGH...



"...very impressive indeed."
–EGM

As Raziel, stalk the shadows of Nosgoth hunting your vampire brethren. Impale them with spears. Incinerate them with torches. Drown them in water. No matter how you destroy them, you must feed on their souls to sustain your quest – the ruin of your creator, Kain.





Morph onto the spectral plane and confront unique enemies and gameplay challenges

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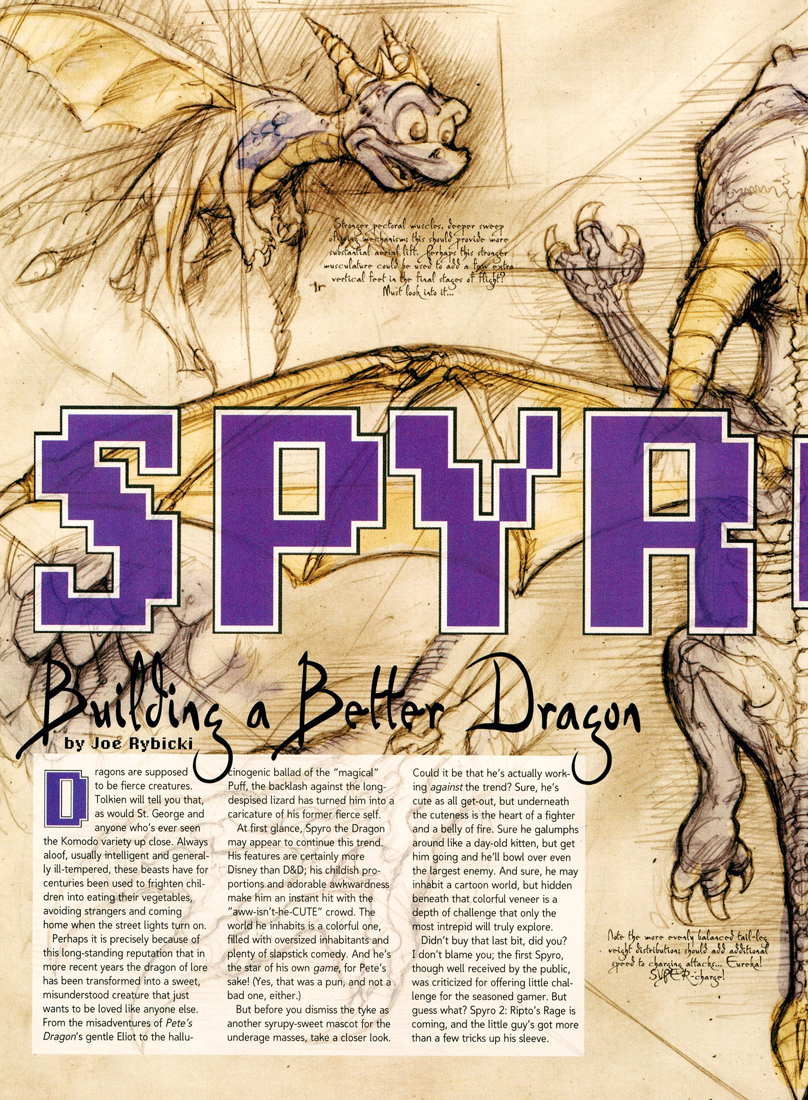

Stronger pectoral muscles, deeper sweep of wing mechanism; this should provide more substantial aerial lift. Perhaps this stronger musculature could be used to add a few extra vertical feet in the final stages of flight? Must look into it...
Note the more evenly balanced tail-leg weight distribution; should add additional speed to charging attacks... Eureka! SUPER-charge!

SPYR

Building a Better Dragon

by Joe Rybicki

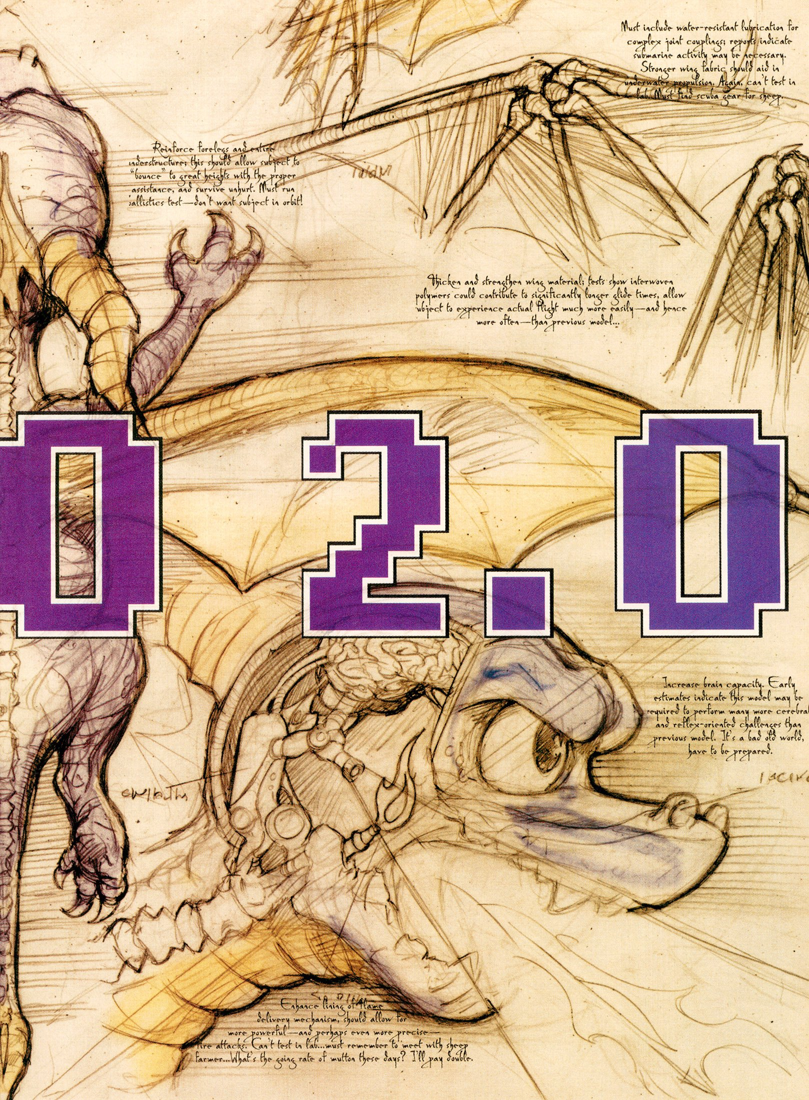
Dragons are supposed to be fierce creatures. Tolkien will tell you that, as would St. George and anyone who's ever seen the Komodo variety up close. Always aloof, usually intelligent and generally ill-tempered, these beasts have for centuries been used to frighten children into eating their vegetables, avoiding strangers and coming home when the street lights turn on.

Perhaps it is precisely because of this long-standing reputation that in more recent years the dragon of lore has been transformed into a sweet, misunderstood creature that just wants to be loved like anyone else. From the misadventures of *Pete's Dragon*'s gentle Eliot to the hallucinogenic ballad of the "magical" Puff, the backlash against the long-despised lizard has turned him into a caricature of his former fierce self.

At first glance, Spyro the Dragon may appear to continue this trend. His features are certainly more Disney than D&D; his childish proportions and adorable awkwardness make him an instant hit with the "aww-isn't-he-CUTE" crowd. The world he inhabits is a colorful one, filled with oversized inhabitants and plenty of slapstick comedy. And he's the star of his own *game*, for Pete's sake! (Yes, that was a pun, and not a bad one, either.)

But before you dismiss the tyke as another syrupy-sweet mascot for the underage masses, take a closer look. Could it be that he's actually working *against* the trend? Sure, he's cute as all get-out, but underneath the cuteness is the heart of a fighter and a belly of fire. Sure he galumphs around like a day-old kitten, but get him going and he'll bowl over even the largest enemy. And sure, he may inhabit a cartoon world, but hidden beneath that colorful veneer is a depth of challenge that only the most intrepid will truly explore.

Didn't buy that last bit, did you? I don't blame you; the first Spyro, though well received by the public, was criticized for offering little challenge for the seasoned gamer. But guess what? Spyro 2: Ripto's Rage is coming, and the little guy's got more than a few tricks up his sleeve.



Must include water-resistant lubrication for complex joint couplings; reports indicate submarine activity may be necessary. Stronger wing fabric should aid in underwater propulsion. Again, can't test in lab. Must find scuba gear for sheep.

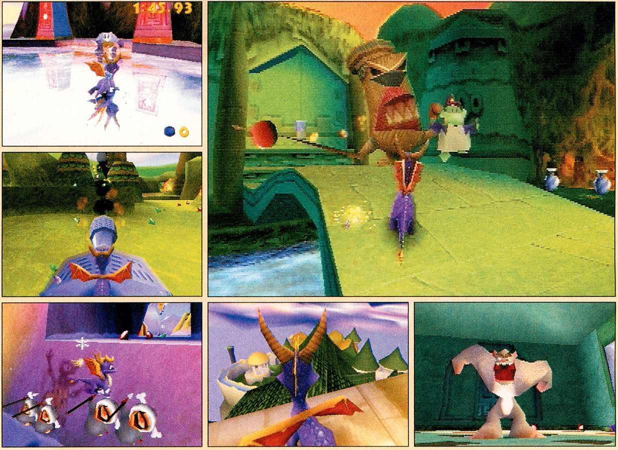
Reinforce forelegs and entire understructure; this should allow subject to "bounce" to great heights with the proper assistance, and survive unhurt. Must run ballistics test—don't want subject in orbit!

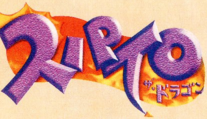
Thicken and strengthen wing material; tests show interwoven polymers could contribute to significantly longer glide times, allow subject to experience actual flight much more easily—and hence more often—than previous model...

Increase brain capacity. Early estimates indicate this model may be required to perform many more cerebral and reflex-oriented challenges than previous model. It's a bad old world, have to be prepared.

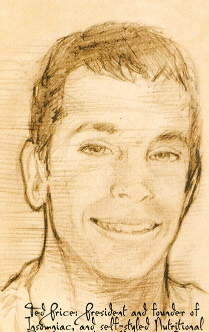
Enhance lining of flame delivery mechanism, should allow for more powerful—and perhaps even more precise—fire attacks. Can't test in lab...must remember to meet with sheep farmer...What's the going rate of mutton these days? I'll pay double.

The characterization this time around is even more in-depth: Spyro will now encounter dozens of friendly folk who will either aid his progress (like these friendly Eskimos seen at bottom left) or serve up a new challenge, such as this hockey mini-game (top left). Most characters are played by accredited (or, if you prefer, "real") voice-actors, though no names are as big-ticket as in the original.





In case you're wondering where the developers came up with the name for the prime villain in Spyro 2: Ripto's Rage, check out the katakana in the Japanese logo for the first game (above).



Ted Price: President and founder of Insomniac, and self-styled Nutritional Consultant to the still-growing Spyro.

To understand how Spyro grew into the fierce fighting machine he is today, we must first travel back in time to the point of his conception. (No, folks, you can keep the kids in the room; we won't be exploring lizard lust this issue.) As dubious as it may sound considering how mind-bogglingly adorable the little guy turned out, in the earliest days of design the last thing on the minds of Spyro's creators, Insomniac Games, was the cute factor. They had a bigger problem: deciding what kind of character to use in the first place! They knew they wanted to do a mascot-based game, but they just couldn't decide on what *kind* of mascot. That's the thing about mascots, really: Most of the easy characters have been used already.

Ted Price, president and founder of Insomniac, says the inspiration came after weeks of brainstorming that left the team "on the verge of synaptic failure. Craig Stitt [artist and early Insomniac recruit] said, 'Hey, I've always wanted to do a game about a dragon!' Bingo. That was it. Al [Hastings, co-founder and vice president of software] had been working on an engine that could do some amazing stuff and a creature that was as versatile as a dragon fit right in. (Dragons have quite the move set, you know.) Besides, we wanted to go more fantasy-based; and again, a dragon was perfect.

If we hadn't used a dragon," Price continues, "we probably would have ended up with a talking asparagus or something."

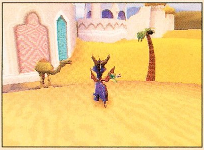
But a dragon it was, and soon it became clear that Spyro's draconic nature was the perfect vehicle for Insomniac's character-based vision. And they weren't the only ones who thought so: In spite of some lukewarm response from the press, the game sold fantastically in the U.S. and in Europe, though Price concedes that "the Japanese weren't quite as enthusiastic."

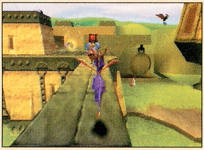
After the solid response, it was an easy decision to go forward with a sequel. What took a bit more thought was the question of what (if anything) to change. After all, much of the casual-gamer public enjoyed Spyro for the very reason it was criticized by the press and hardcore gamers: its simplicity. Would they end up sacrificing one for the sake of the other?

At first it may appear so; Ripto's Rage was designed specifically to offer a greater challenge for the experienced player. Says Price, "Without question, we wanted to increase the depth and variety of the gameplay. And Spyro 2 is a much, much bigger game than Spyro 1 in terms of the gameplay—there's just a lot more to do this time."

Among the new challenges are multiple objectives for each area. Every level has a primary goal, which generally tends to be fairly straightforward, more or less on par with the original game. Complete this task and you'll get a Talisman, one for each level. But beyond that are as many as four extra missions, each of which rewards Spyro with an Orb; collect enough Orbs and you'll be able to access hidden levels and other secrets. But don't expect all of these auxiliary missions to be as much of a breeze. One such mission, for example, can be found in a flying level similar to the ones found in each world of the original game. In order to beat the level you'll need to

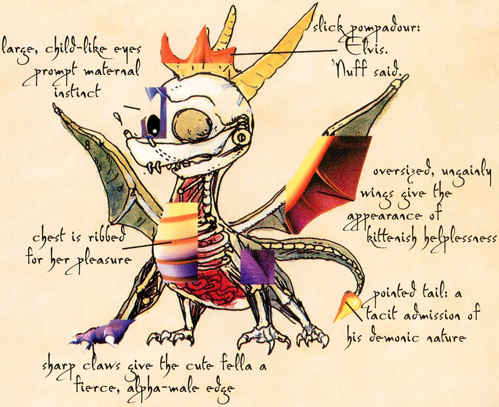
"If we hadn't
we probably
up with a





Deconstructing Spyro

Sure, we all know what makes Spyro a hero in the game. But did you know he's also a ladies' man? Just try to locate a gal who doesn't find the little lizard adorable! We wanted to get to the bottom of this strange phenomenon, so we dissected the little guy (painlessly, of course) to find the answers.

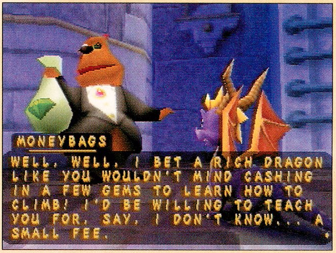

large, child-like eyes prompt maternal instinct
slick pompadour: Elvis. 'Nuff said.
oversized, ungainly wings give the appearance of kittenish helplessness
chest is ribbed for her pleasure
pointed tail: a tacit admission of his demonic nature
sharp claws give the cute fella a fierce, alpha-male edge

complete a convoluted obstacle course that will be familiar to any fan of the original. Afterward you'll get the chance to fly freely around the level, and hidden somewhere inside is a character who will give you a far more challenging mission: Follow "Hunter" (the usual suspect for these extra missions) in an incredibly complex path around the level, catching bags of loot as he zaps thieves climbing up the walls. Kids, this ain't your mother's Spyro.

> **used a dragon would have ended talking asparagus."**

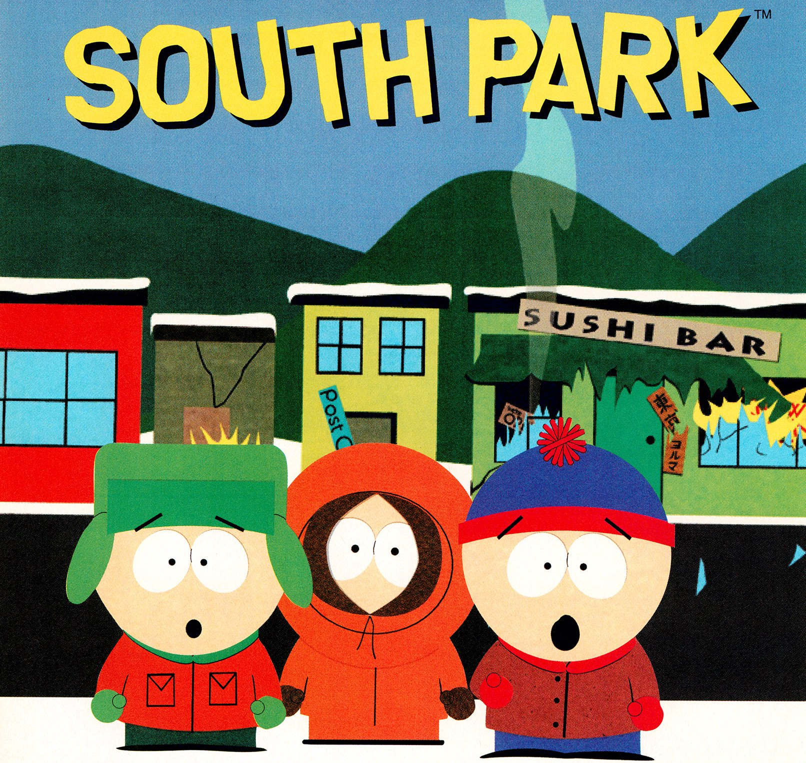
Of course, the wee reptile has a few more surprises in store for those who thought the first game was too simple. Most levels, for example, include some sort of power-up that gives Spyro a temporary boost in his abilities. One level might include a "Superfly" power-up, which basically gives him the infinite gliding ability seen only in the flying levels of the previous game (well, and the final bonus area). Another might put him instantly into his "Supercharge" state (previously only accessible by running down a specially marked ramp), and letting him wreak wholesale destruction upon various objects in his surroundings. He'll also be able to access a powered-up fire-breath attack, as well as the "Superbounce," which catapults our hero ass-over-teakettle through the air to a great height.

But power-ups aren't the only new tricks young Spyro has in reserve. He also has at his disposal several new innate abilities: For one thing, he no longer takes damage from water; instead, he's apparently become adept at the breast stroke in the off-season. For another, he's now acquired the ability to pick up small objects in his mouth and propel them at far-off targets (in other words, the little bugger spits). And to top it off, his gliding ability has also received a



MONEYBAGS

WELL, WELL, I BET A RICH DRAGON LIKE YOU WOULDN'T MIND CASHING IN A FEW GEMS TO LEARN HOW TO CLIMB! I'D BE WILLING TO TEACH YOU FOR, SAY, I DON'T KNOW... A SMALL FEE.



OH MY GOD! IT'S COMING RIGHT AT YOU!

SOUTH PARK IS HEADING TO THE PLAYSTATION GAME CONSOLE!® WE'RE TALKING ABOUT BIG EVIL CLONES, KILLER COMETS, PROBING ALIENS -- AND ONE INCREDIBLY FAT A**! IT'S UP TO YOU TO KEEP SOUTH PARK SAFE FOR CHEF, MR. GARRISON, MR. HANKEY AND THE REST OF THE TOWN.

WARNING

This game is
recommended for mature
audiences only. It contains
adult language and content.

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SOUTH
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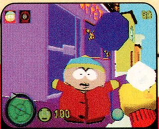
NOW ON PLAYSTATION®
SWEET!

SOUTH PARK
Renaissance Fair
100
100

Dozens of sweet environments without any lame, tree-hugging hippies!



He's not Fat–
He's 3-Dimensional!

With this new Cow-Launcher, people will really respect your AUTHORI-TAH!

100
100
100
100

HOWDY HO your way through mega multi-player action!

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> **"Without question, we wanted to increase the depth and variety of the gameplay."**

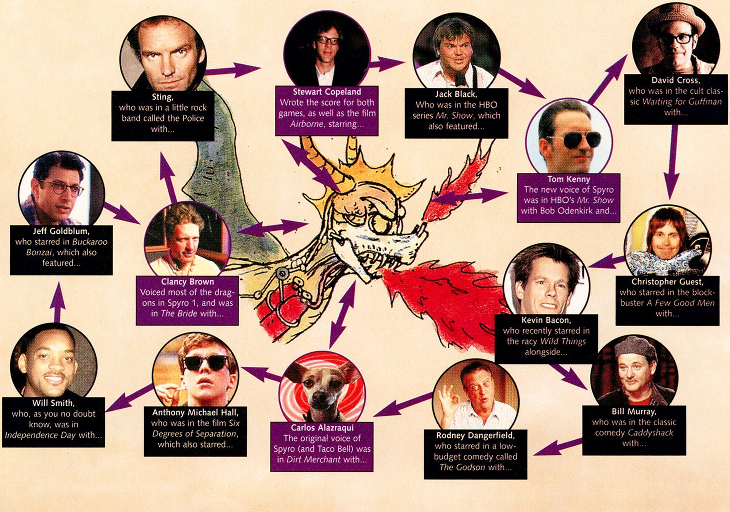
small but significant enhancement: He now can add a little extra oomph to his flight by using the new Hover ability. No longer will you watch as Spyro plunges to his death after *just* missing a landing ledge; now you can simply press the Triangle button and he'll give out a final burst of energy, thrusting himself upward in an attempt to make the landing. The small vertical boost may not seem like much, but every little bit helps. Believe it.

Furthermore, these new talents are complemented by other skills that can be learned in the game (generally at the cost of a sizeable chunk of your treasure). Though Spyro can breaststroke across the surface of a pond, for example, he can't dive beneath it until he learns how to hold his breath properly. And though he can travel throughout most of the levels, there are certain areas broken up by ladders that he can't fully explore until he learns how to climb. Once he learns these skills, sizeable new areas become available to him; and though the wider access gained by these new abilities isn't as dramatic as in games like Zelda or Soul Reaver, it is significant enough to be satisfying.

But don't think that all these additional challenges will scare off the casual gamer who so enjoyed the simplicity of the first game. Says Price, "There really are several levels of

Six Degrees of Spyro

You've heard of the theory of Six Degrees of Separation? It states that everyone in the world is separated from everyone else by no more than six common acquaintances. While it's usually a bit more difficult to link game personalities, Spyro's roster of big-name talent makes it possible. Hey kids! See if you can come up with your own wacky celebrity relationships!



Sting, who was in a little rock band called the Police with...

Stewart Copeland Wrote the score for both games, as well as the film *Airborne*, starring...

Jack Black, Who was in the HBO series *Mr. Show*, which also featured...

Tom Kenny The new voice of Spyro was in HBO's *Mr. Show* with Bob Odenkirk and...

David Cross, who was in the cult classic *Waiting for Guffman* with...

Christopher Guest, who starred in the blockbuster *A Few Good Men* with...

Kevin Bacon, who recently starred in the racy *Wild Things* alongside...

Bill Murray, who was in the classic comedy *Caddyshack* with...

Rodney Dangerfield, who starred in a low-budget comedy called *The Godson* with...

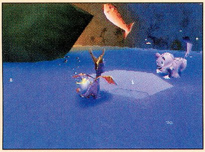
Carlos Alazraqui The original voice of Spyro (and Taco Bell) was in *Dirt Merchant* with...

Anthony Michael Hall, who was in the film *Six Degrees of Separation*, which also starred...

Will Smith, who, as you no doubt know, was in *Independence Day* with...

Jeff Goldblum, who starred in *Buckaroo Bonzai*, which also featured...

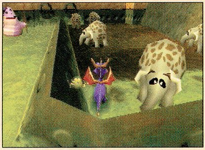
Clancy Brown Voiced most of the dragons in Spyro 1, and was in *The Bride* with...



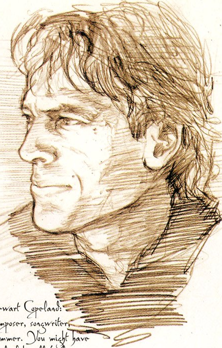
completion for Spyro 2. The first level is to earn all of the Talismans and a few of the Orbs. At this point, some but not all of the story is resolved and an additional several levels open up. The second level of completion (and the resolution of the story) is accomplished when the players have earned all of the Talismans, *most*, but not all of the Orbs and *most*, but not all of the treasure. The final level of completion is really designed for the hardcore players who have to earn *all* of the Talismans, *all* of the Orbs, and *all* of the treasure. This opens up a Super Bonus round which includes some very cool surprises."

The result of all this is a game that, while bearing a superficial resemblance to the original Spyro, has been specifically tailored to offer a much more substantial challenge—for those who seek it. It appears that care has been taken to offer a satisfying experience for those who expect a challenge similar to the first game; but so much more has been added that the game is likely to make even the seasoned platform veteran work for his treasure.

So, you still think Spyro's too cute for you? Well, step up, Georgie—you'll get your chance to try to slay this dragon in November. And good luck. From what we've seen, you'll need it.



the Sounds of Spyro



Stewart Copeland:
Composer, songwriter, drummer. You might have heard of his old band.

As in the first game, the score for Spyro 2 is being composed by Stewart Copeland, former drummer of the Police and composer of more film scores than most folks could possibly imagine. His film credits include Very Bad Things, Pecker *and* Rumblefish. *And that's not even mentioning his numerous operatic and symphonic works. Needless to say, we jumped at the chance to talk to Stewart about the colliding worlds of games and music.*

***OPM*: What do you think of Spyro 2?**
Stewart Copeland: Oh, I love it. My favorite thing is to sit in my studio surrounded by my flinty-eyed engineers, playing the game, while telling them every so often, "Don't interrupt me while I'm working!" This is a cool job I got here.

***OPM*: Have you played any other recent games?**
SC: I played Crash, which looks very cool, and is popular with my kids. But I find that since you can't, say, take a left turn and go explore anywhere you want, for me it's not as much fun as Spyro, where you can go anywhere you want at your own pace.

***OPM*: Are you interested in doing games beyond Spyro?**
SC: Hmm...yeah! I find that it's actually quite gruelling–it's a lot of fun doing Spyro, but it's like doing a triple album worth of material. It's also quite demanding to keep within the parameters of the different levels. The new game is actually slightly easier because the levels are much more tightly themed. The last time I just wrote loads of music and they decided where to put it. This time, they're giving me the actual levels, and I'm writing music specifically for that level.

***OPM*: What do you think of the music in other video games?**
SC: I have a great deal of respect for the musicians a few years back who, with really squeaky, crummy sounds, were able to actually write effective music. One of the main things that inspires a musician to write is a good sound. It's really tough to write without that. So the guy who wrote the Mario tune, for example, deserves a lot of credit.

***OPM*: How about more mainstream stuff? What do you listen to most often?**
SC: (pause) Well, I'll fess up: my own music. I've been writing music for a long time now, and I've got lots of music of my own. And nothing hits me like my own music; I guess that stands to reason. I've got dark music for when I'm feeling moody; I've got bright music for when I'm feeling cheerful; I've got thrash rock; I've got symphonic for when I'm feeling intellectual...So I can pretty much cheer myself up no matter the time of day or my mood with my own stuff.

***OPM*: How long have you been composing scores?**
SC: I guess since 1982, '83, something like that. I went straight from recording a Police album to doing *Rumblefish*, which was my first score. In fact, I wrote most of the score during the recording process for the album; one was an antidote for the other.

***OPM*: Do you approach your writing differently when you're writing a pop song than when you're writing a score?**
SC: Oh yeah, they're completely different. The main difference is that when you're writing a pop song, it has to be the message as well as the envelope in which the message resides. Film score music is merely part of the envelope; it isn't the message. You get the distinction there? That doesn't mean to say that film scoring is any less engrossing, or that I burn any less calories in devoting myself to film composing. It's just that it has a position in a greater whole.

***OPM*: Is a pop song more of a spur-of-the-moment thing?**
SC: Well, not really; most songwriting is done quite formally. Songwriters don't just wait for inspiration; they go for it. For composers and creators of all kinds (game designers included) you sit down at whatever time of day you start to work, and you just work. If you develop that discipline, the right-side brain opens up and just starts to pour the stuff out. I find that creativity is not a resource; it's a muscle. It's not something you run out of, that you use up; it's something that, the more you use it, the stronger it gets.

***OPM*: What project of yours are you most proud of?**
SC: Well, for some reason–I don't know why or how or who I paid off in my last life–I've been given this gift for banging on the drums. People seem to light up when I hit those drums...but you asked me what I was most proud of, not necessarily what was my best talent. And maybe what I'm really most proud of is my composing. Because I have to work harder at it.

SOME RE-ASSEM

"The Spiritual Sucessor to
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- Incredible cumulative Real-Time Damage™ effects—hoods fly, tires wobble, smoke, fire, cars show hardcore damage as it happens.
- 12 torturous tracks designed for full metal contact.
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- Death From Above - land on an opponent's roof and score a one hit kill.

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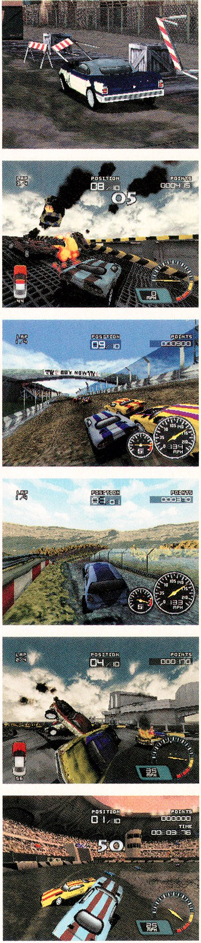
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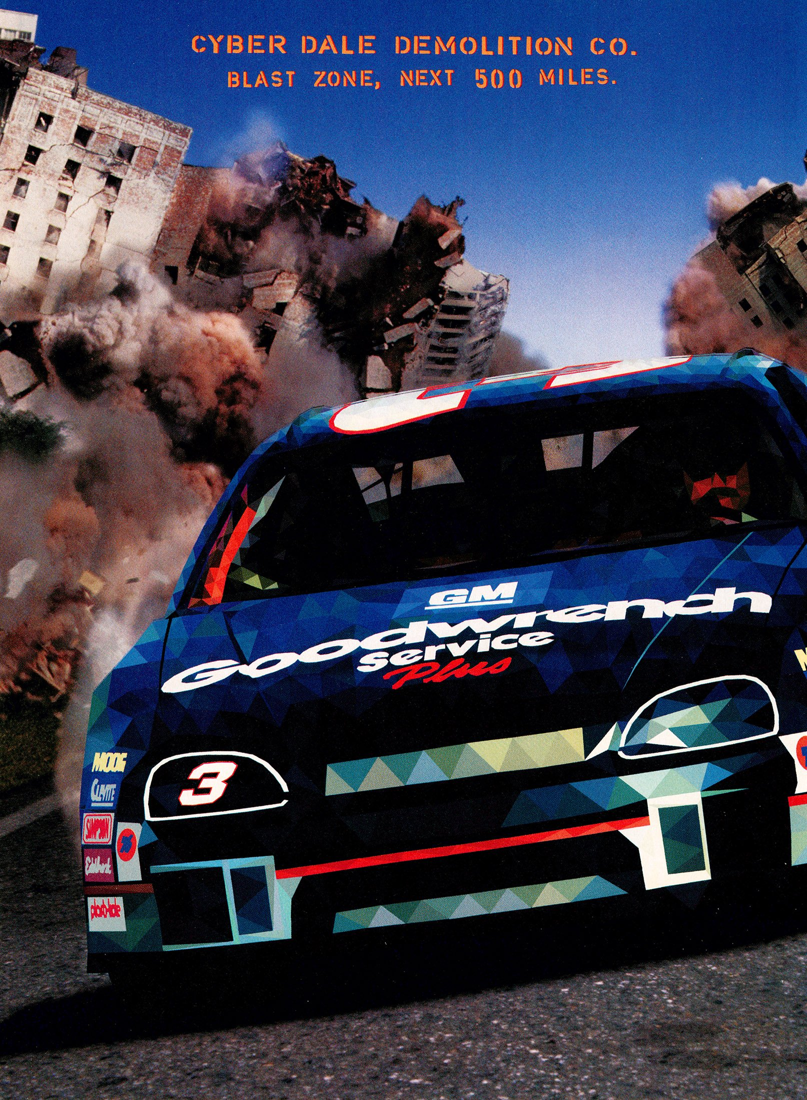
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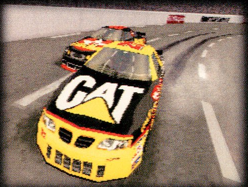

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NASCAR

Reviews

The final word—official and unbiased

Meet the Critics

Kraig Kujawa
Editor-in-Chief
After reviewing four football games in one month, Kraig went insane and began running around the offices, tackling people and calling audibles during meetings.

Favorite Genres: *Sports, Strategy*
Current Favorites: *Madden NFL 2000, NFL Blitz 2000, Pac-Man World, You Don't Know Jack!*
Can't Wait For: *Crash Team Racing, Resident Evil 3 Nemesis*

Joe Rybicki
Deputy Editor
Joe spent most of this month swearing at the top of his lungs; for some reason his review games kept crashing on him, and he had to work extra-hard to ensure the reviews didn't suffer for it.

Favorite Genres: *Adventure, RPG, Puzzle*
Current Favorites: *Soul Reaver, Suikoden II, Guitar Freaks, You Don't Know Jack!, Jawbox*
Can't Wait For: *Review games that don't crash*

Wataru Maruyama
West Coast Editor
Wat is taking a lot of flak for saying he thinks the Smurfs game is pretty cool. He's also been wishing Mr. T would catch on in France so we may finally see another A-Team video game.

Favorite Genres: *Fighting, Racing, Adventure*
Current Favorites: *NBA Live 2000, Dune 2000, Lunar Silver Star Story Complete*
Can't Wait For: *Vagrant Story, G-Police on PS2*

Mark MacDonald
Associate Editor
Mark is still in shock at the sudden wave of incredible games this month—FFVIII, Kain, Dino Crisis, Omega Boost, Pac-Man; if you forget Tiny Tank (and he has), this has to be the best month ever for PlayStation games.

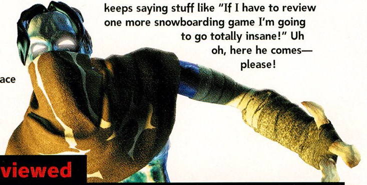
Favorite Genres: *Action, Adventure, RPG*
Current Favorites: *Final Fantasy VIII, Dino Crisis, Guitar Freaks, MGS: VR Missions, CTR*
Can't Wait For: *Resident Evil 3 Nemesis*

A Modest Proposal

by Mark MacDonald

Although our reviews in *OPM* usually concentrate on the larger aspects of a game—gameplay, graphics, control, sound and the like—don't think we don't notice the little stuff. The devil's in the details, as they say, and sometimes these minor bits can add up to some serious frustration. So in the interest of improving all games everywhere and making the world a better place to live, and in the spirit of the neighborhood drunk (ranting away to nobody in particular on a streetcorner in the middle of the night) here's a list of minor tweaks that I think together could make a big difference in any PlayStation game.

- **Always include both analog and digital control support.** I know one control method almost always works way better than the other, but let the player decide which they want to use. Also, why do some games turn off the D-Pad when analog is activated? Sometimes switching quickly back and forth is the best method—just leave 'em both on.
- **Give us control of the memory cards within the game.** I have about 15 memory cards, and misplace save games all the time. Why can't I view, delete, load, and copy from both memory card slots when I go to save? Naughty Dog lets me in the Crash games, why can't everybody else?
- **Let us customize the controls.** How hard can this be? Don't give me different setups—just let me assign what I want to each button. Oh, and let me save it to the memory card too.
- **Leave a button for skipping intros and cinemas.** Just because you spent a lot of time and money making some crappy FMV sequence—I have to watch it 30 times? I can understand not wanting people to accidentally skip them, so put the cancel button somewhere safe, like R2 or L2. Add a soft reset while you're at it.
- **Remove all snowboards, snowboarding, and references to snowboarding.** I know we've joked about there being too many crappy snowboarding games, but this time I'm serious. If he has to review another snowboarding game Joe might go totally insane, and my desk is right next to his. He's like a ticking time bomb—he keeps saying stuff like "If I have to review one more snowboarding game I'm going to go totally insane!" Uh oh, here he comes—please!



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Box Score

It doesn't get much more simple yet effective than *OPM*'s five-disc rating system. Very few games are lucky enough to get our golden five-disc salute, but if one does, be sure to pick it up!

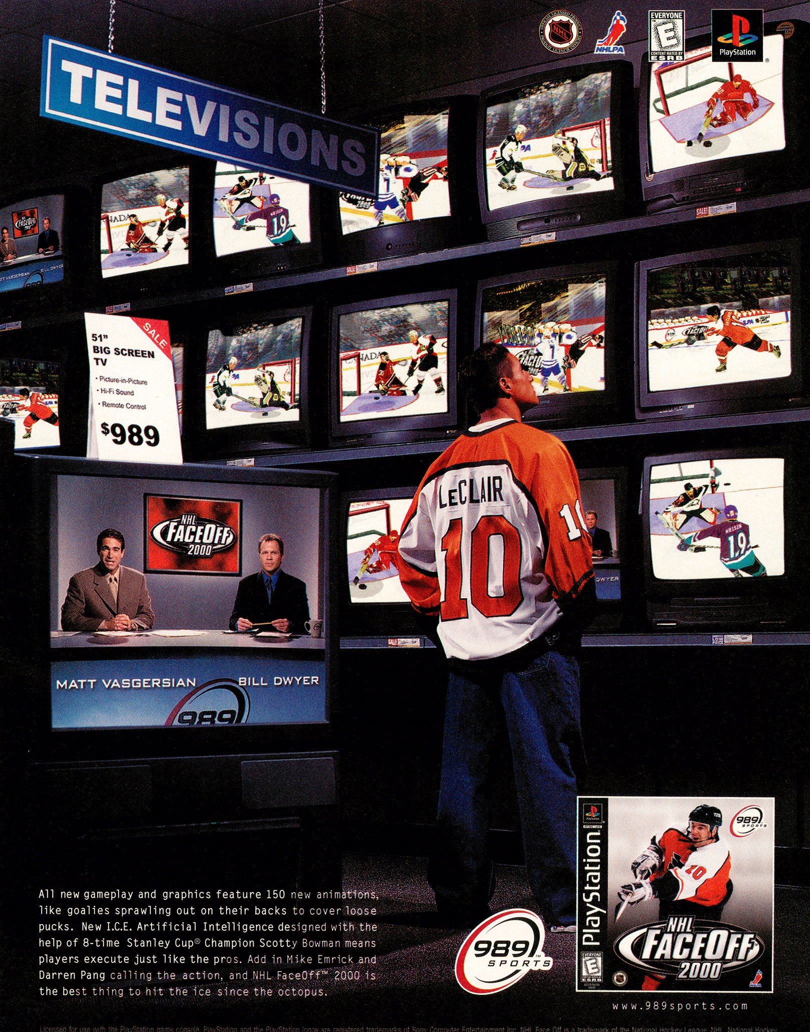
●○○○○ We'd rather be sewn into a rotting animal carcass than play this game.

●●○○○ Below average. There are fundamental flaws with this game; get something better.

●●●○○ A good title. It's a fun game with some flaws that can be overlooked.

●●●●○ Definitely a topnotch game. Very good and well worth your time.

●●●●● Fabulous! These are the games that really make you proud to own a PlayStation.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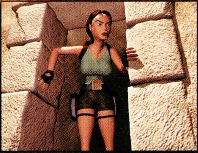

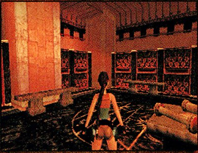

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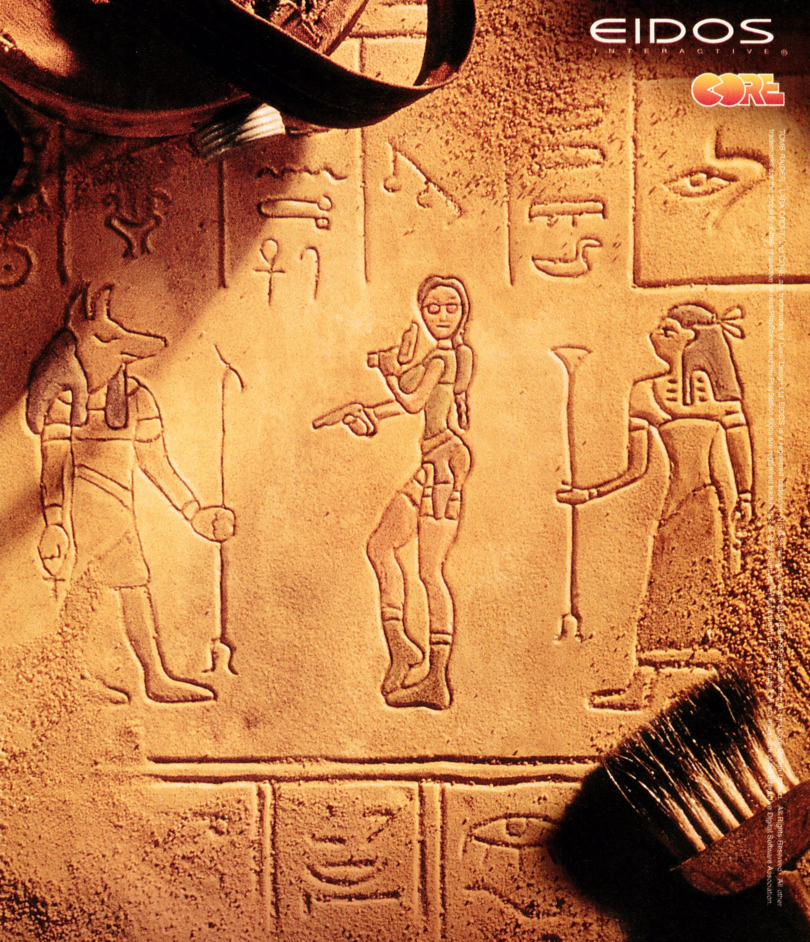

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graphics with skin and 3-D texture mapping that even brings the dead characters to life. Along with diabolical new puzzles and a totally new inventory control system that make this the most incredible Tomb Raider ever. So while Lara may be back in Egypt, expect the Last Revelation to take you to a place you've never been before.

TEEN
AGES 13+
CONTENT RATED BY ESRB

1 Player

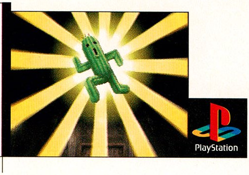
Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Developer	Squaresoft
Publisher	SquareEA
Genre	RPG

Final Fantasy VIII



Seven was good, but eight is great

People expect more from Final Fantasy. The name alone has built up such a reputation that it isn't enough for a new game in the series just to be good—it's got to be *incredible* or it will be considered a disappointment. Luckily Final Fantasy VIII surpasses even these incredibly high expectations and stands far above the pack as the best PlayStation RPG so far.

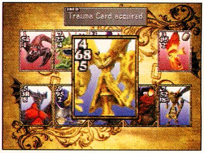
The long and intricate story line in FFVIII centers around love—that's right, love. Before you run away screaming, let me assure you it's nothing that will make you cringe. FFVIII's overall plot is still appropriately exciting and action-packed; it's only later in the game, once you are really attached to all the distinct and complex characters, that the more emotional themes are gradually introduced. It's actually a refreshing change, and helps FFVIII avoid most common RPG clichés.

Graphically Square has outdone themselves again. Everything from the mind-blowing FMV (wait until you see the infamous dance scene) to the improved character graphics and animations, to the so-good-you-won't-believe-they-are-real-time spell effects are among the best visuals you will find on the PlayStation.

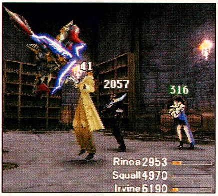
But, as we've said a million times (yet still get letters about), a 5/5 rating doesn't mean the game is perfect. The few gripes I have with FFVIII mostly have to do with parts of the battle system. Drawing spells from monsters over and over as well as watching the long Guardian Force attacks play out are necessary parts of combat that can get tedious, especially later in the game. Overall I still enjoyed the battles, and the new junction system is genius, but a few minor adjustments could have kept up the steady pace of the rest of the game.

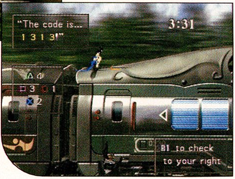
Even with its quirks, Final Fantasy VIII is one of the few games I would categorize as a masterpiece. Forget that it's an RPG—this is one of the most polished, vast and totally addictive games of any kind I have played in years. Square has somehow done it again.

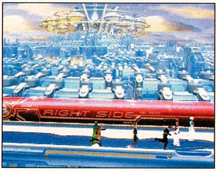
—Mark MacDonald



Cards (above) are the big mini-game in Final Fantasy VIII—you can collect them by taking them from enemies or defeating other card lovers all over the world in one-on-one matches. Although I personally never got hooked, I recognize a serious potential time-suck when I see it.







FFVIII is peppered with a number of different gameplay twists, like this scene above where you have to input codes to unhitch train cars without being spotted. These unique sections keep the game from falling into the same predictable dungeon-town-dungeon cycle many RPGs suffer from.

Box Score

Pros

- Involving original story line
- Amazing graphics, effects, animation and FMV
- A huge game with tons of secrets, side quests and mini-games

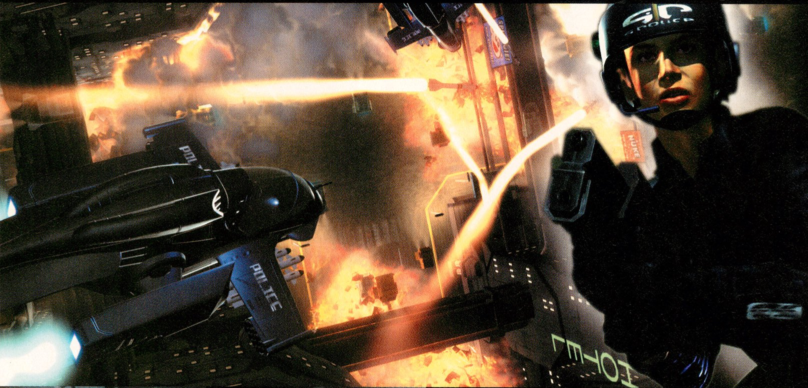
Cons

- A couple parts of battle can get repetitive

"Forget that it's an RPG—this is one of the most polished, vast and totally addicting games of any kind I have played in years."

Official U.S. PlayStation Magazine
Rating

SERIOUS CRIME...



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- 30 explosive land and air combat missions
- 5 heavily armed vehicles
- Twice the firepower of the original
- Free-roaming, full 3D environment

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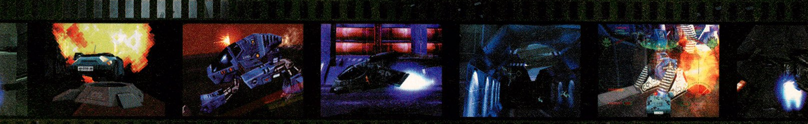

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TEEN
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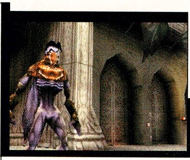
Developer	Crystal D
Publisher	Eidos
Genre	Adventure

PlayStation
Legacy of Kain
Soul Reaver

1 Player
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

Legacy of Kain: Soul Reaver



PlayStation

If only the gameplay had a bit more soul

At last! Being a fan of the first Legacy of Kain, I've been excited about Soul Reaver since the start. After delay upon delay, I started to wonder if this game would even see the light of day. Now that it finally has, the question is, was it worth the wait? The answer: Absolutely, without a doubt, yes.

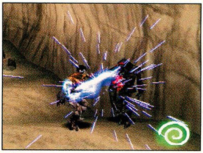
Graphically, Soul Reaver looks like it shouldn't even be *possible* on the PlayStation. It's that good. The textures are amazingly realistic—moreso by far than any other 3D PS adventure—and the realism is enhanced by moody dynamic lighting and a load of other effects. And let's not forget the most impressive technical feat of all—the real-time full-environment morphing that takes place when Ur-Hero Raziel shifts from the material to the spectral plane and back.

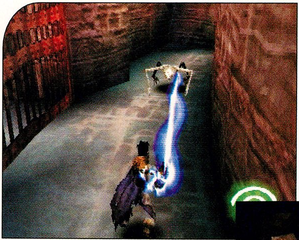
After soaking in the beautiful graphics (and retrieving your jaw from the floor) the next thing you'll notice is the superlative environment design. You'll travel through giant cathedral-like structures, rugged mountainous areas, submerged ruins and even a few familiar spots from the first game. Each area has a different look and feel, every location is memorable, and all are eye-poppingly gorgeous.

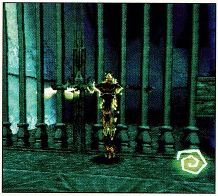
I only wish the gameplay were as superlative. Certainly, what's there is above average, but there just isn't much *there*. You have a large array of abilities and spells at your disposal, but your challenges consist mostly of sparse encounters with nasties and bosses (most of which are very puzzle-oriented, which I think is great), and lots of block-flipping puzzles. Though I absolutely loved exploring the environments, in the end I found myself wishing there were more to *do* in them.

And of course, all those processor-hogging graphics come at a price: The game suffers from frequent and noticeable slowdown, as well as some graphical bugs that you'd think would have been ironed out after all this development time.

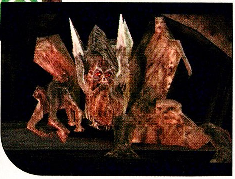
But as far as I'm concerned, even at its worst this cerebral adventure puts every other game in the genre to shame. Try it. ***—Joe Rybicki***

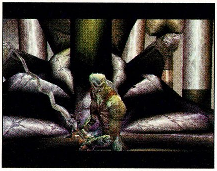






When Raziel defeats each boss, he gains a new asset, like the power to pass through some barriers (left), and the portable abbatoir known as the Soul Reaver (above). Each of these new powers will gain him entrance to areas previously inaccessible, giving the game a Zelda-like nonlinearity.





If you think ol' Melchiah (above) looks nasty, wait until you see how he moves. Every character in Soul Reaver is built and animated with exceptional artistry. Even the ancient Kain (left) moves with fluid grace—although I would have liked to have seen some effort at lip-syncing to go along with the extraordinary voice work.

Box Score

Pros
- Gorgeous graphics and level design
- Some wonderfully challenging puzzles
- Lots of secrets
- Great music and voice

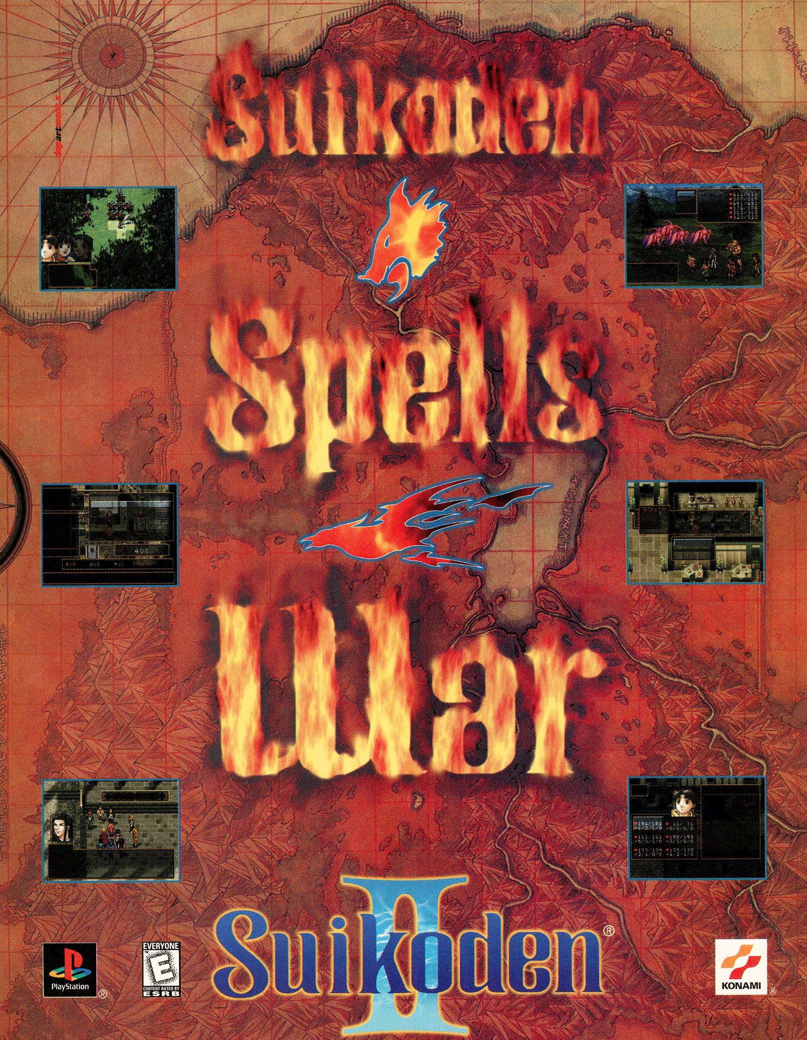
Cons
- Enemy encounters are a bit sparse
- Slowdown and graphic glitches

"Graphically, Soul Reaver looks like it shouldn't even be possible on the PlayStation. It's that good."

Official U.S. PlayStation Magazine

●●●●◐

Rating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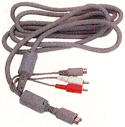

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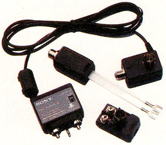

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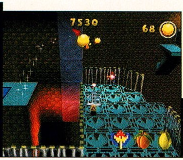
PlayStation
PAC-MAN WORLD
namco

Developer	Namco
Publisher	Namco
Genre	Action

- 1 or 2 Players
- Memory Card 1~6 blocks
- Analog Control Compatible
- Vibration Function Compatible

Pac-Man World



PlayStation

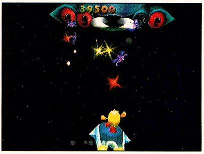
Namco makes his 20th anniversary a special one

In a video game world that is filling to the brim with half-assed retro-games, Namco has delivered a gem that truly stands far and above the marginal drek that often passes itself off as a "new and improved" version of a classic game.

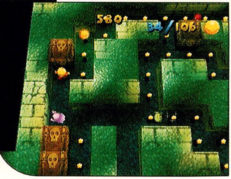
At its heart, Pac-Man World is basically a really good platform game. But that's just fine. Although Namco asserted plenty of artistic license to flesh out Pac-Man's world, they never lost sight of what everyone wants Pac-Man to do: eat bucketloads of dots and exact revenge on cowering ghosts. Moreover, the game stays true to the sights and sounds of the original Pac-Man whenever possible: Fruit makes a soft stampeding sound when you collect it, ghosts run in terror when the power pill alarm sounds, and the catchy remixed Pac-Man tunes will keep you humming happily along while you jump, swim, shoot, and fly your way through the game.

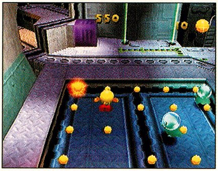
And best of all, none of the nostalgia feels forced. Like a fine tapestry, Pac-Man lore such as dots, ghosts, Power Pills and mazes have been woven throughout the game masterfully. They haven't just been thrown in to justify slapping a Pac-Man name on it—there's some genuine thought and ingenious level design at work here. Just when I thought the gameplay might lapse into a bout of predictability, new twists and challenges would arise that would prove to make it just the opposite. That's not even to mention really cool end level creatures found throughout the game, some of which (such as the King Galaxian) are inspired by past Namco classic arcade titles.

You don't have to play this sleek platform game to get your Pac-Man fix, however, thanks to the lavish extras packed in the game. The Mazes mode provides plenty of colorful, 3-D maze variations, and the Classic mode let's you play an identical version of Pac-Man that started it all. Suffice to say, no Pac-Man fan should be without this brilliant game. ***—Kraig Kujawa***



Several other classic Namco arcade games are represented in one form or another, such as this King Galaxian (above).





3D versions of Pac-Man's classic mazes are available for all you nostalgic folk (top).

Box Score

Pros

- Lots of different game modes
- Great music!
- Top-notch graphics
- Level design that implements the Pac-Man flavor very well

Cons

- Perspective/camera sometimes makes jumps hard to judge

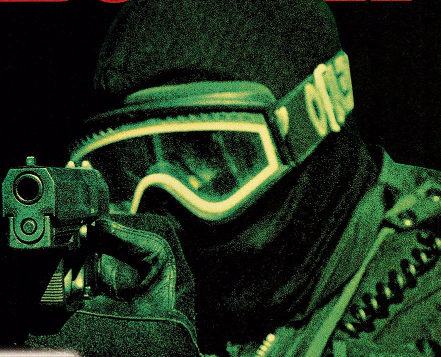
"Namco has delivered a gem that truly stands far and above the marginal drek that passes itself off as a 'new and improved' version of a classic game."

Official U.S. PlayStation Magazine

● ● ● ● ◐

Rating

Tom Clancy's RAINBOW SIX



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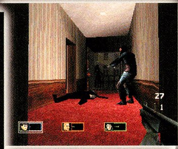

KIT SELECTION
INSERTION
EXECUTE

Rebellion

PlayStation

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TEEN
AGES 13+
CONTENT RATED BY ESRB

1 Player

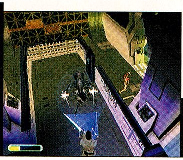
Memory Card 1 block

Analog Control Compatible

Vibration Function Compatible

Developer	Big Ape
Publisher	LucasArts
Genre	Action

Star Wars: Ep. I The Phantom Menace



Disappointing—just like the movie

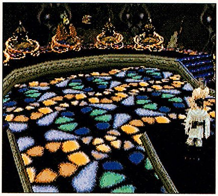
As far as movie translations go, the PlayStation version of Episode I: The Phantom Menace is about as literal of one as you're ever going to find.

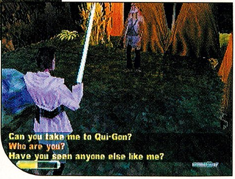
From beginning to end, the game follows the movie in the strictest of terms. Each level and its accompanying music (taken right from the soundtrack) is representative of the film, and the game rarely strays far from what you've seen on the Silver Screen. When it does take an unfamiliar turn or it looks like the developers flexed their artistic license, the changes do make sense. And as it should, since many of these scenes were bits that were shaven from the film in the editing room, or just didn't make it onto the final shooting script.

But there's a big difference between being a great translation of a movie, and being a great game, and this Star Wars title only delivers the former. The Phantom Menace, like its celluloid counterpart, is meant to be accessible by all ages, and in doing so, it waters down any of the elements of gameplay that could have made it interesting. Light Saber battles, for example, consist only of hitting the X button repeatedly, while hoping that your character will use the best swing to deflect laser fire, or strike a deadly blow. Furthermore, the adventure elements of the game are restrained to talking to characters ,so that you can find out what button you should press, and where its located. There are some high points when things do get a little exciting and fun, such as when you get some of the more powerful weapons (bazookas, grenades, etc) and have to tactically take out Droid Tanks and Destroyer Droids.

For some fans, this blend of superb atmosphere and mediocre gameplay will be enough to make the game enjoyable. At times, it even kept me content. But even that and the cool five-minute-long MTV music video that shows the making of the movie (among other things) isn't enough for me to recommend this to anyone but the most rabid fans. *—Kraig Kujawa*

This five-minute-long music video (accessible from the main menu) is a great behind-the-scenes look at the making of the movie and its music (above).





Can you take me to Qui-Gon?
Who are you?
Have you seen anyone else like me?

Right after talking to Jar Jar, I fulfilled my summer-long wish of making abstract art out of the Gungan with my Light Saber (above).

Box Score

Pros

- Feels like playing through the movie
- MTV music video included
- Fill-in voice actors sound credible.

Cons

- Long load times, even during spoken dialogue
- Frustrating camera views
- Control is stiff and annoying sometimes

"From beginning to end, the game follows the movie in the strictest of terms."

Official U.S. PlayStation Magazine

●●●○○

Rating

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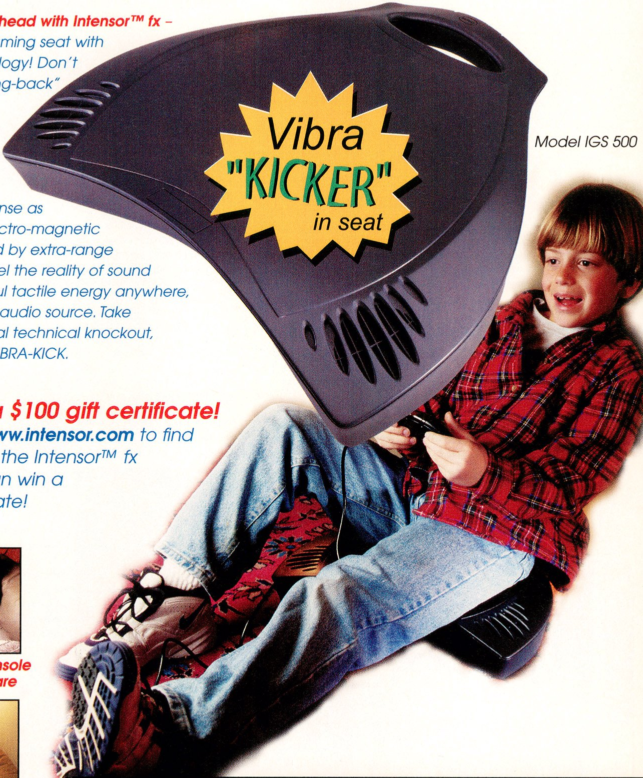

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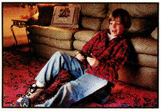

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RATING PENDING
RP
CONTENT RATED BY ESRB

Developer KCEJ
Publisher Konami
Genre Action

box art not available

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

MGS VR Missions

ZOOM
ANGLE
CAMERA

PlayStation

A nice snack for anyone hungry for more MGS

Metal Gear Solid was a great game. If you don't agree with that statement, just skip to the next page because this game and this review would be a waste of your time.

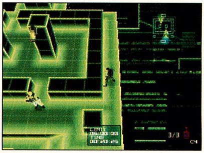
Now, for those of you still with me, the question is not whether or not you want to play another game based around Metal Gear—of course you do. The question is whether or not this particular mission pack is worth $40, and the answer is yes.

Built using the same engine that powered the original MGS, the graphics in VR Missions still look great, but never get very complex or detailed. Almost all the levels are plain "grid" structures, with simple backgrounds and a few guards, security cameras or other targets milling about. Controls have also been lifted straight from the first game—responsive and intuitive, they cover the huge range of available moves and items gracefully.

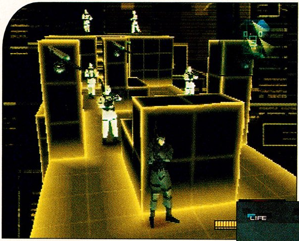
So with the graphics, controls, and most of the sneak-and-destroy gameplay borrowed straight from MGS, the focus for the VR Missions falls on level design—and luckily Konami doesn't disappoint. Most of the over 160 bite-size mini-levels in VR Missions (or about 300 if you include the time-attack versions) have been finely crafted to exploit different aspects of the Metal Gear experience: levels for each weapon, stealth levels where you avoid being spotted, all-out action levels where you kill as many guards as possible, even photography-based levels. A lot of time and careful planning obviously went into building these missions; even though it's rarely difficult to complete them, you need to really think things through and discover the little tricks and secrets to finish with the best times.

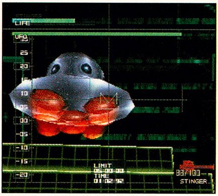
VR Missions isn't going to interest anyone who didn't enjoy the original Metal Gear Solid—in fact, with no story or proper "quest" it will probably lose a few gamers—but it's definitely a welcome diversion for the more devout MGS fans waiting for a proper sequel.

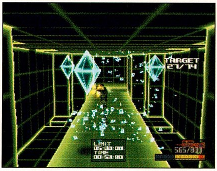
—*Mark MacDonald*

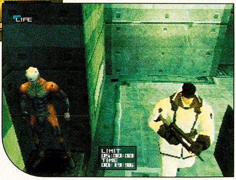


Here's a good example (above) of a well-designed level from the VR Missions. Armed with only three packs of C4, somehow you have to kill the guard and make it past the stationary cameras watching both entrances to the middle of the level to exit—without ever being spotted, of course. Think, Snake, think.









The false rumor that you could play as the ninja in the original MGS has come true (above) in the VR Missions! You do have to work for him, though—he only becomes available after you complete a certain percentage of the other levels.

Box Score

Pros
- Lots of variety
- Same great Metal Gear controls and gameplay
- Clever level designs

Cons
- Missions are pretty easy
- Few totally original ideas; most levels are based on situations from MGS

"VR Missions isn't going to interest anyone who didn't enjoy the original MGS, but it's definitely a welcome diversion for more devout fans"

Official U.S. PlayStation Magazine
● ● ● ● ○
Rating

"... Top 25 Breakthrough Title"

- Next Generation Magazine

(PlayStation® game console sold separately.)

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PlayStation®

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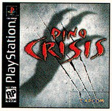
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB



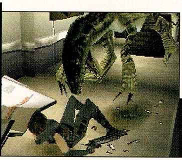
Developer	Capcom
Publisher	Capcom
Genre	Adventure

1 Player

Memory Card 1 block

Vibration Function Compatible

Dino Crisis



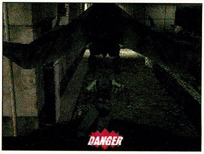
An excellent new take on survival horror

As you might expect from the first "survival horror" game from Capcom outside the incredibly popular Resident Evil series, Dino Crisis shares more than a passing resemblance to its Evil older brother. The gameplay has the same basic structure—avoid or destroy enemies while gathering ammo, clues and keys, and solving puzzles to advance. The way your character limps when she's hurt, the door sequences between rooms, and even some of the sound effects have been lifted straight from RE1 and 2. But Dino Crisis makes a few adjustments to the formula, for better and for worse.

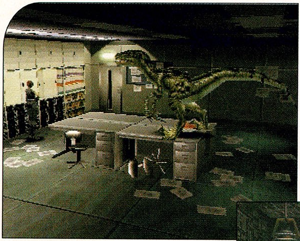
Of course, a big difference is your new dinosaur playmates. Less plentiful but much faster and tougher to kill than their zombie counterparts, they certainly keep you on the edge of your seat, but also remove some of the fun of blasting your way through a room. There just isn't a whole lot of ammo or weapons in the game, and even when you are stocked up it's almost always a better idea to run than fight. Plus, shooting a raptor with a tranquilizer dart just doesn't have the same adrenaline-pumping excitement as blowing off three zombies' heads with one good shotgun blast.

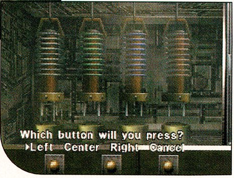
The puzzles in Dino Crisis, on the other hand, put Resident Evil to shame. Challenging and unique, they are seamlessly worked into the game's setting and story line. The graphics are another welcome change; fully 3D, they look fantastic, with no bad texture warping or any of the other little glitches you might expect. The best part is they allow the camera to move and backgrounds to change in real time, giving the game a more cinematic look and unpredictable feeling (dinos can burst through windows or walls at any time, without cutting to a cinema) that Dino Crisis takes full advantage of.

Most other areas are handled well—the story, music, and yes, even the voice-acting are all above-average. All in all, a very worthy new chapter in survival horror, with a little room left for improvement.—***Mark MacDonald***



At certain dramatic moments in the game a "danger" sign will flash (above), and you have to jam on the buttons wildly to escape or it's game over.





The puzzles in Dino Crisis are fun, and fit logically into the game's island research center setting. Here (above) you need to line up a group of fuses to restore power to a generator.

Box Score

Pros

- Branching paths and two levels of difficulty
- Top-notch puzzles
- Great graphics and sound

Cons

- More weapons, ammo and different enemies would've been nice

"All in all a very worthy new chapter in survival horror, with a little room left for improvement"

Official U.S. PlayStation Magazine

●●●●○

Rating

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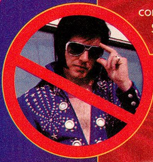
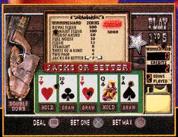


Elvis impersonator not included.

This is the real deal.

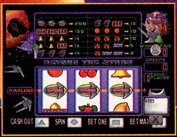
VEGAS GAMES® 2000



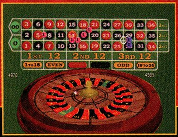
WINNING HAND	2 COINS
ROYAL FLUSH	500
STRAIGHT FLUSH	100
FOUR OF A KIND	50
FULL HOUSE	18
FLUSH	12
STRAIGHT	8
THREE OF A KIND	6
TWO PAIR	4
JACKS OR BETTER	2

5000
PLAY
1 TO 5
WINNER PAID
CREDITS
COINS PLAYED
JACKS OR BETTER
DOUBLE DOWN
HOLD
DRAW
DRAW
HOLD
DRAW
DEAL
BET ONE
BET MAX

As much fun as the law allows.
And easy? One word: Cake.


BEYOND THE STARS
PAYLINE
WINNER PAID
CREDITS
COINS PLAYED
CASH OUT
SPIN
BET ONE
BET MAX

You'll think you're on the Strip,
with graphics more serious than
a casino floor bouncer.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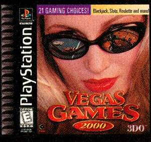
3rd 12
1 to 18
EVEN
ODD
19 to 36

EVERYONE
CONTENT RATED BY ESRB

PC CD ROM

PlayStation®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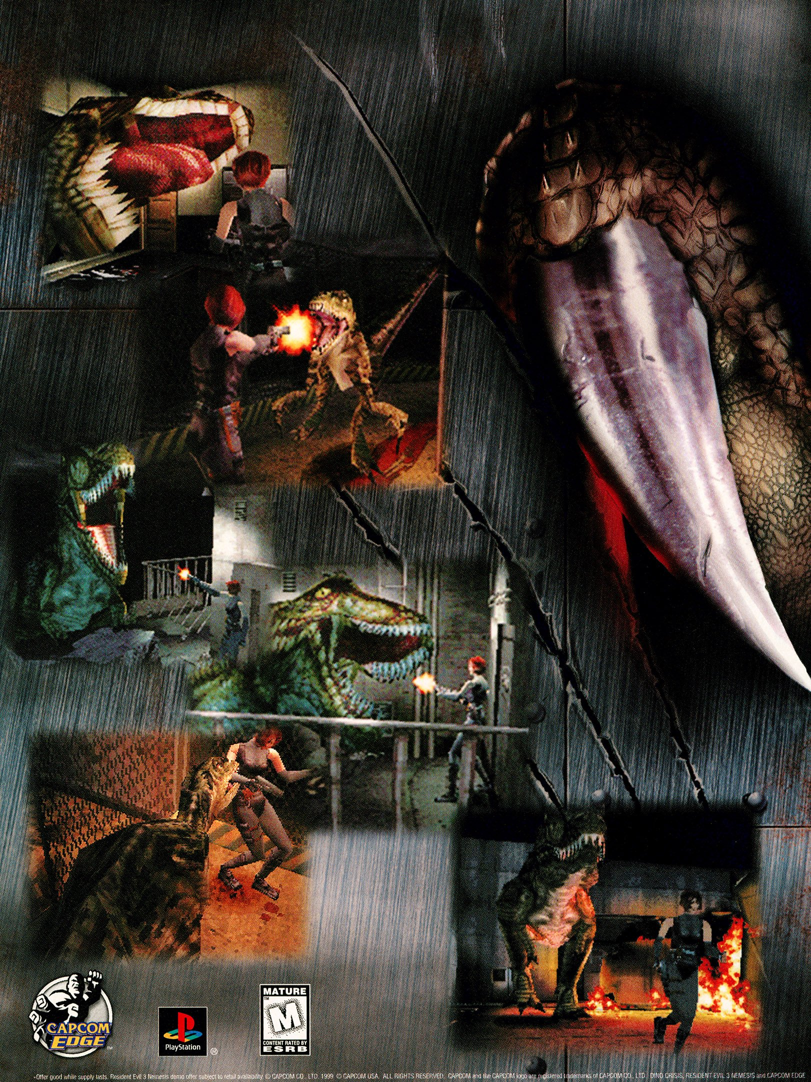
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CONTENT RATED BY ESRB

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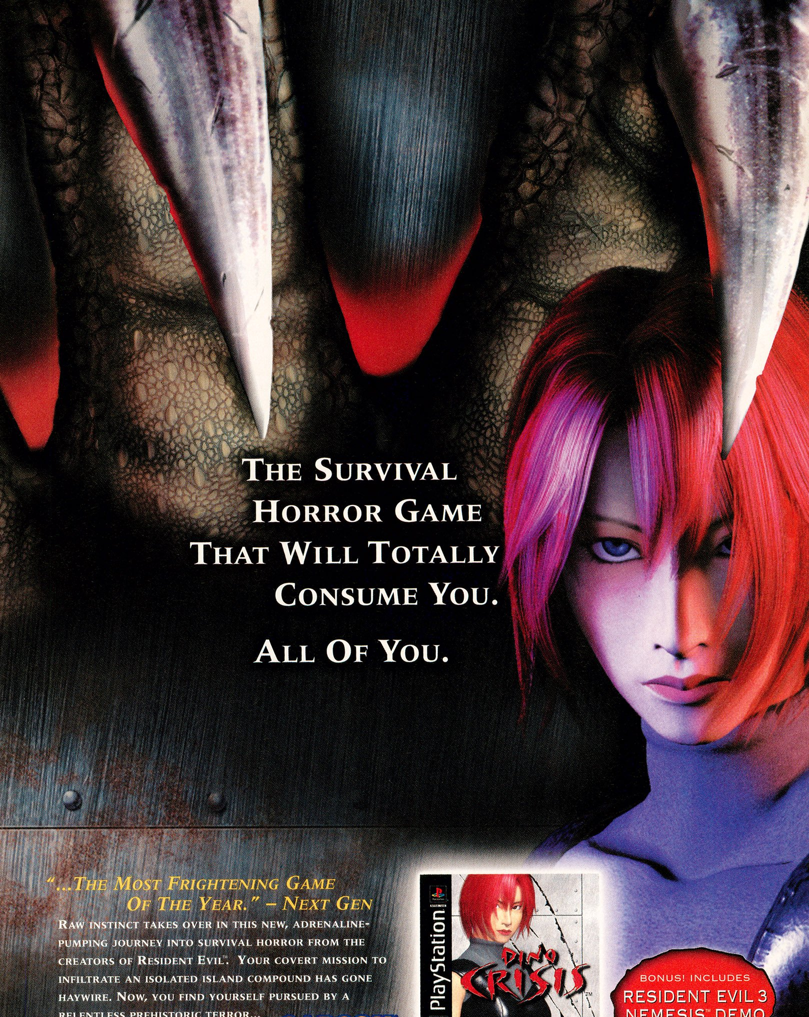
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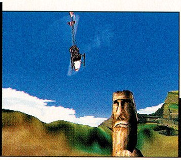
EVERYONE E CONTENT RATED BY ESRB

Developer	Shiny
Publisher	Titus
Genre	Simulation

PlayStation
R/C STUNT

1 or 2 Players
Memory Card 1–6 blocks
Analog Control Compatible
Vibration Function Compatible

RC Stunt Copter



PlayStation

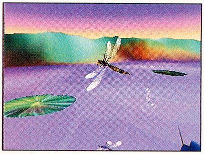
One of the PlayStation's most unique games flies high

It isn't often that there's an entirely original PlayStation game released, but this game is indeed one of those rare animals. Dubbed a "virtual toy," RC Stunt Copter lets you tackle the wild blue yonder without risking the thousands of dollars that it takes to get a good RC Copter up and running.

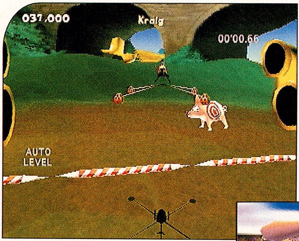
Flying these miniature helicopters proficiently is no small task, and it's obvious that the developers of this game kept that in mind when designing Stunt Copter. While there is very little realism sacrificed to make the controls accessible, there are several training missions and a well-designed learning curve implemented throughout the levels. In addition, there are several different copters to choose from (each catering to different skill levels) in addition to a Rookie mode that attaches a set of rods to the bottom of your helicopter that serve as "training wheels" to prevent crashes.

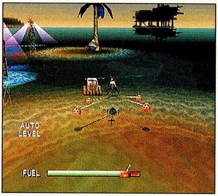
The game's controls, when being helmed by dual-analog sticks, are tight and responsive—but it will take a lot of practice and frustration for you to appreciate them. This game definitely isn't for the faint of heart, and if you are to enjoy it, you're going to have to be patient, and have a stress ball ready to maul at any moment. The levels are divided into separate skills tasks (such as shooting, hovering, slalom, etc.) and the difference between passing and failing is often miniscule. The game does its best to take the edge off through the use of a sarcastic commentator whose humor helps break the tension, even though he does repeat his comments.

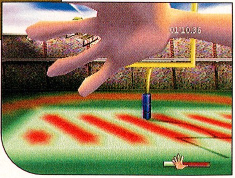
Keeping with the game's innovative nature, the two-player mode isn't what you would expect. Here, each player individually tries to score highest on a level, afterwhich the highest score wins. The interaction between the players comes in the form of a hand that can be moved in front of the screen to block your rival's vision. It's a truly ingenious idea that is much like the rest of the game—nerve-wracking, but rewarding. ***—Kraig Kujawa***

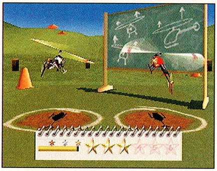


Free-flight levels let you explore lots of odd scenery, even in the form of this insect (above), which handles differently from the RC Copters, by the way.









In the most treacherous two-player mode ever devised, the player not piloting the copter tries to blind his rival by moving his hand in front of the screen (above). Make sure you attend the game's training sessions(left) before you take on your friend, however.

Box Score

Pros
- Smooth and colorful 3-D graphics
- Responsive Control
- Innovative game unlike any other.

Cons
- No two-player simultaneous
- Controls will be too complex for many players

"if you are to enjoy it, you're going to have to be patient and have a stress ball ready to maul at any moment."

Official U.S. PlayStation Magazine

●●●●○

Rating

THE CREATORS OF COMMAND & CONQUER™ ARE TURNING UP THE HEAT.

TEEN
T
CONTENT RATED BY ESRB
PlayStation

DUNE™ 2000

- Real-time strategy blended with blazing action
- Sharp, 3D terrain with true elevation
- Play three distinct sides across 30 missions
- Dozens of 3D-modeled units specific to each side
- Solo play, head-to-head, or skirmish versus the AI
- Pulsing cinematics and soundtrack

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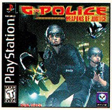
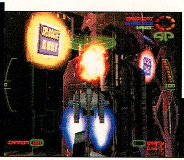
TEEN
AGES 13+
CONTENT RATED BY ESRB



Developer	Psygnosis
Publisher	Psygnosis
Genre	Action

1 Player
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible



PlayStation

G-Police 2

The return of an underrated gem

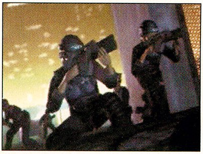
One of the most challenging and difficult games ever on the PlayStation was the first G-Police. Granted, the complex controls figured into the equation, but the missions were as grueling as anything real-life peace officers have to deal with. That isn't to say the original wasn't a great game, in fact it was fantastic. The story, the atmosphere, the look of the game were just plain cool—and the follow-up is no different. The difficulty hasn't let up, but at least the controls have been refined to acceptable levels, with less buttons to worry about, and more manageable aircraft overall.

The missions you carry out have much more variety this time around and seem to be better thought out. Certain missions are fairly routine, with nothing more than observant patrolling the city with minor flare ups that randomly occur. Other times, they serve a greater purpose that propels you deeper into the motivations of criminal activity. Just like the last outing, you aren't always told who your enemies are—or your friends, for that matter.

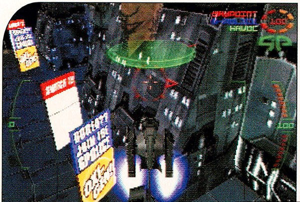
One of the problems is, G-Police is a game that screams to be on the next PlayStation. The first game suffered from horrible draw-in and pop-up that caused you to fly into buildings because they didn't appear fast enough. The sequel tries to prevent this by drawing a bright green outline in the distance to help you plan your route better, but this ends up looking really cheesy.

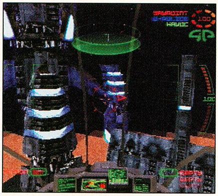
When you get right down to it, though, the buildings and environments in G-Police are quite stunning; they look like they jumped right out of *Blade Runner*. However, from a technical standpoint, G-Police 2 is more like a mission disc than a true sequel, though it does deliver what the series does best: provide a solid challenge with an involved story line. Fans of the original will adore it, and it's recommend for newbies who crave a challenge.

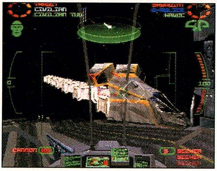
—Wataru Maruyama

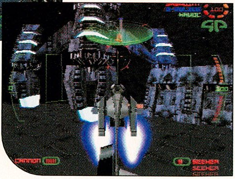


The series is doomed to suffer sever draw-in problems until it moves onto a platform powerful enough to handle the vision of its creators. Can someone say PlayStation 2?









The controls in G-Police have been refined and cumbersome buttons have mercifully vanished.

Box Score

Pros

- More variety in missions than in original
- High difficulty
- Great story

Cons

- Graphically, the PS can't handle what G-Police wants to do
- High difficulty
- More like a mission disc than a full sequel

"When you get right down to it, though, the buildings and environments in G-Police are quite stunning; they look like they jumped right out of Blade Runner."

Official U.S. PlayStation Magazine

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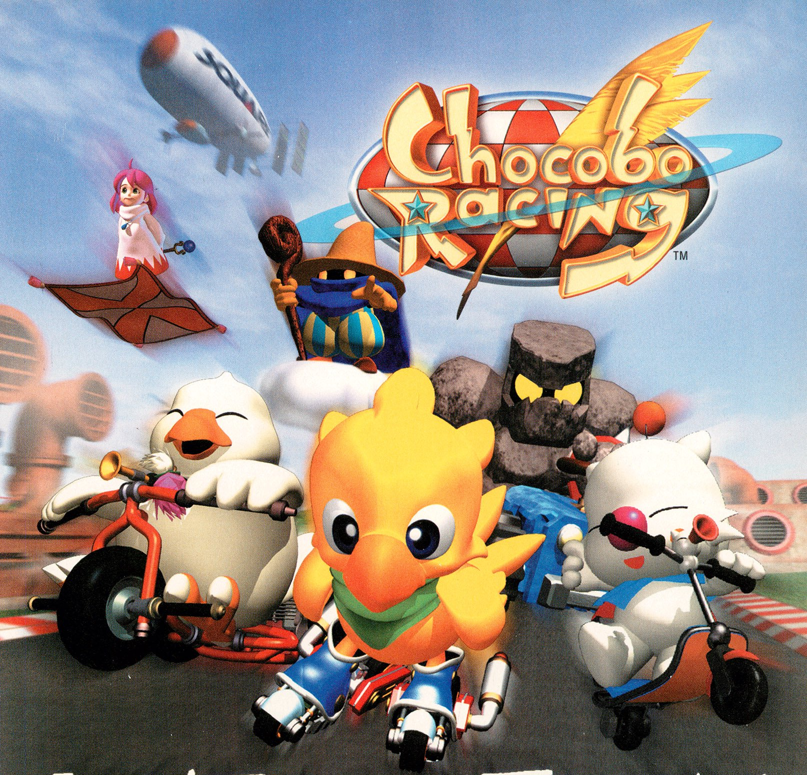
Rating


Chocobo Racing™
SQUARE

FLOOR IT or GET OUT of the WAY

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1/3LAP
137km/h
4th

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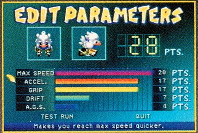

EDIT PARAMETERS

28 PTS.

MAX SPEED	20 PTS.
ACCEL.	17 PTS.
GRIP	17 PTS.
DRIFT	7 PTS.
A.G.S.	4 PTS.

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EVERYONE
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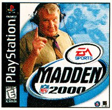
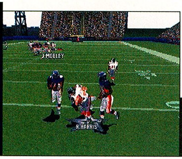
CONTENT RATED BY ESRB



Developer Tiburon
Publisher Electronic Arts
Genre Sports

1~8 Players
Memory Card 1~13 blocks
Analog Control Compatible
Vibration Function Compatible

Madden NFL 2000



The best football game ever

In case you haven't noticed, I'm an avid football fan and football video game player. Sadly, I think I've devoted too much of my adult life playing every pigskin video game on Earth and always found major flaws with each one that make my skin crawl. Having said that, I'm pleased to announce that Madden 2000 is the first one that I can't say that about. It's that good.

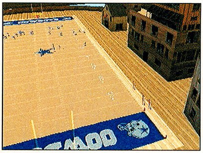
For the past two years, Madden games have been very smart, realistic, and deep football simulations that have been plagued by various problems such as sluggish gameplay or lackluster graphics. As of this year, those irritations are entirely a thing of the past: EA has managed to significantly improve the game in the off-season by making it run faster and smoother, while also improving the way it looks.

The on-field graphics have been enhanced by multiple player sizes, better weather effects, and lots of new player animations that are absolutely top-notch. One of the most exciting improvements is that you can really feel that impact between players. The action is conveyed almost perfectly through different wrap-tackles and vicious hits that send heaps of players flying to the turf—sometimes without helmets.

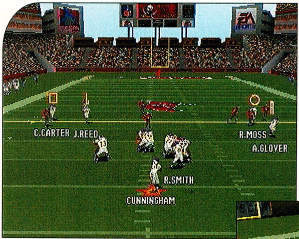
Those graphics are great, but the gameplay is even better. Madden 2000's artificial intelligence is superior to other football simulations, but it doesn't reduce the game to just playing like a complicated chess match. Running the ball has been made exciting again thanks to breakable wrap tackles and a smarter offensive line, while the additions of "hot reads" (changing receiver routes on the line-of-scrimmage) and dramatic diving catches have juiced up the passing game.

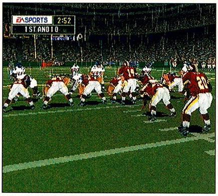
The best new feature, however, is the Madden Challenge. This is personally dear to me because I used to pile up records just for the sake of doing so. But this mode actually rewards you with codes for passing 20 times to one guy. Between that, and Madden 2000's gameplay, I'll definitely be playing this until 2001, and so should every football fan.

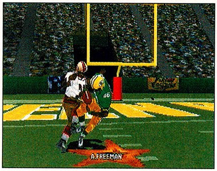
—Kraig Kujawa

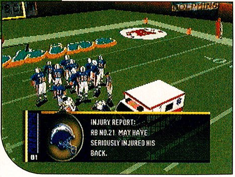


Complete tasks in the Madden Challenge to open up new stadiums such as this Wild West Arena (above) in addition to other really cool codes that do a variety of other things.









INJURY REPORT:
RB NO.21 MAY HAVE
SERIOUSLY INJURED HIS
BACK.

Ah yes, even when you use classic teams, the Madden ambulance, much like the Grim Reaper, comes to pay someone a visit at a most inopportune time (above).

Box Score

Pros

- Fast gameplay
- Depth and features are unrivaled
- Highly customizable
- Superb artificial intelligence and realism
- Madden Challenge feature is very innovative and fun

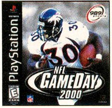
Cons

- Sound is mediocre
- Rosters too out of date

"EA has managed to significantly improve the game in the off-season by making it run faster and smoother while also improving the way it looks."

Official U.S. PlayStation Magazine
Rating

EVERYONE
CONTENT RATED BY ESRB



1~8 Players
Memory Card 1~13 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	Red Zone Ent.
Publisher	989 Studios
Genre	Sports

NFL GameDay 2000

04:00
MCDONALD

PlayStation

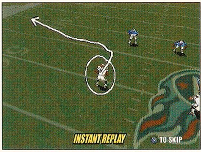
Looks great, less filling

If football games were judged solely on pizazz, NFL GameDay 2000 would be rated the best pigskin game ever. 989 Sports has put a lot of work into making GameDay look and feel like a television-style presentation, and it has paid off.

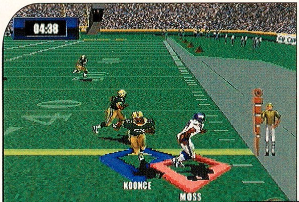
Just about every sight and sound from an NFL game is in GameDay 2000, whether you're watching from your couch or a stadium seat. Phil Simms now draws up replays while color-commentating with his telestrator, Dick Enberg does the play-by-play, and there's even lots of authentic (not to mention cheesy) stadium touchdown and kickoff music that has been licensed to spice things up a bit. To be sure, it's a powerful step up from the zombie-like commentating in Madden NFL 2000. Now if only the same amount of effort were put into polishing up the rest of the game as there was into showing the Lambeau Leap.

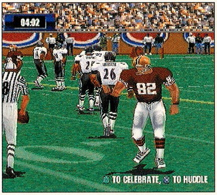
Riddled with bugs and inaccuracies, GameDay would have benefited greatly from a few more weeks of quality control. From the incorrect usage of the NFL's clock-winding out-of-bounds rules to the ball being spotted on the two-yard line after a pass interference call in the end zone, there are enough inaccuracies to drive a hardcore football fan (like me) mad. That's not even to mention the bugs in the game's artificial intelligence that are apt to leave receivers wide open for absolutely no reason at all. At least the running backs aren't left uncovered all the time like GD '99, but it seems like that problem was fixed, only to have others crop up. I've even had ball-carriers called out-of-bounds when they were clearly a yard away from the white line.

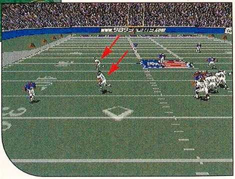
If you're not as concerned with realism, then GameDay 2000 will be much more enjoyable to you. No matter how realistic 989 Sports says this game is, the aforementioned gameplay quirks make GameDay 2000 best tailored for a casual football fan. Madden 2000, however, is a much more solid game, and will appease hardcore and casual players alike. *—Kraig Kujawa*



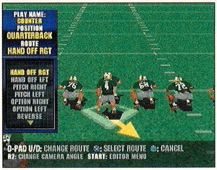
The telestrator feature is revolutionary in football game presentation, but it needs a little refinement so what Simms says always matches what's being drawn up. They should fix that, or hire Jerry Glanville to be their color commentator (above).







Here's an example of GameDay AI problems (above). There are two open Jacksonville receivers (red arrows), yet the Viking defender on the left refuses to cover either, and sits in a zone **BEHIND** the line of scrimmage. That makes no sense whatsoever.



Box Score

Pros

- Best presentation of a football game
- Great-looking player models
- Lots of depth

Cons

- Lots of bugs and problems
- Some AI problems fixed, new ones have arisen
- Very few penalties
- Simms' commentary is often just wrong

"Now if only the same amount of effort were put into polishing up the rest of the game as there was into showing the Lambeau Leap."

Official U.S. PlayStation Magazine

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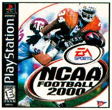
Rating

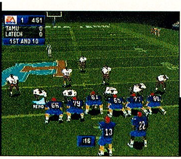


EVERYONE
E
CONTENT RATED BY ESRB

Developer	Tiburon
Publisher	Electronic Arts
Genre	Sports

- 1~8 Players
- Memory Card 1~13 blocks
- Analog Control Compatible
- Vibration Function Compatible

NCAA Football 2000



PlayStation

EA's college game gets smarter and deeper

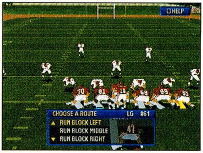
Until you pick up the controller and play NCAA Football 2000 for awhile, it's really hard to tell how it has been improved. Last year's surprisingly good game marked a breakout year for the franchise, and EA Sports has followed up with a sequel that is no doubt better, but takes very few chances with the franchise's established formula.

Most of the improvements to the 2000 addition are rather subtle, since most of them flesh out features that were in last year's game. There's an expanded and unrivaled Dynasty mode (where you take total control of a college program), more team-tailored playbooks, and more bowl and team licenses. As always with sports games, a variety of new motion-captured player animations have also been added to improve the game's look (which is above average), but they also were necessary to accommodate the new breakable wrap-tackles.

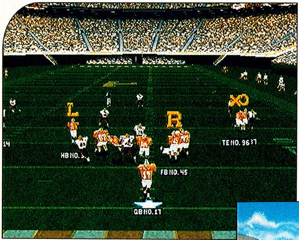
Last year, NCAA Football's artificial intelligence was a paper tiger. Anything and everything worked against the computer offensively, turning the game into a battle of trying to have the ball at the end of the game so you score last, particularly against human opponents. But that is now a thing of the past: NCAA is much smarter, and now adapts much better to what you throw at it—especially when you try to abuse some of your favorite plays from last year. In some instances, they're so unsuccessful that you'll banish them from your playbook forever.

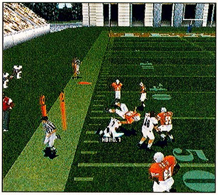
Even though it has a bigger brain, NCAA's gameplay suffers from some problems that were in last year's game as well. The control and player collision just aren't as tight as they need to be. Players seemingly bounce off one another like pinballs, and the tackles are also poorly executed sometimes. The loose player control and lack of momentum also lends some weird (but also fun) dynamics to the gameplay that will only offend hardcore pigskin fans.

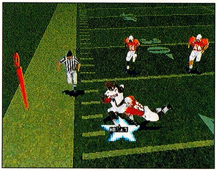
Minor gripes aside, NCAA 2000 is a great college game that almost anyone will like. ***—Kraig Kujawa***

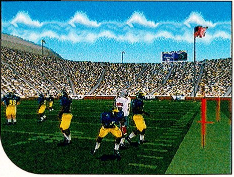


You might want to spend more time designing up some tricky plays since NCAA 2000 is a much smarter game than its predecessor (above).









Players will take it upon themselves to taunt and celebrate after a good play on either offense or defense (above).

Box Score

Pros

- Good balance of realism with fun gameplay
- Amazing amount of depth
- Great college atmosphere

Cons

- Players bounce around like pinballs
- Some choppy animation

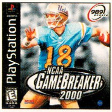
"Most of the improvements to the 2000 addition are rather subtle, since most of them flesh out features that were in last year's game."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

EVERYONE E CONTENT RATED BY ESRB


PlayStation
989 SPORTS
18
NCAA GAMEBREAKER 2000

1~8 Players

Memory Card 1~6 blocks

Vibration Function Compatible

Analog Control Compatible

Developer	Red Zone
Publisher	989 Studios
Genre	Sports

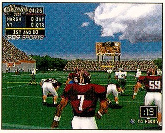
NCAA GameBreaker 2000

Whoa, Nellie, is this a disappointment!

When NCAA GameBreaker 2000 was born, it was without a brain. Usually it takes an ample amount of playtime before bugs and other lapses become apparent in a football game, but within 10 minutes, I found enough ridiculous problems to warrant throwing my controller through the wall.

In the beginning, it appeared that the game would be solid. After all, it has very eye-pleasing GameDay-esque 3-D graphics, enough features to please most college fans, and is all topped off by the recognizable voice of Keith Jackson, who does the commentary. But that air of satisfaction was shattered when the game called a safety on me for catching a punt in the end zone and had computer defenders actually RUN AWAY from my ball carrier like scared sheep. And by the way, that was on the game's highest difficulty setting with its "artificial intelligence" turned all the way up.

If you're looking for a really easy-to-learn college football game, you might enjoy NCAA GameBreaker 2000—it is still fun, despite its major flaws. I just don't like games that feel like they were pushed out of the door. Rushed or not, at least 989 could have made the defenders always want to tackle the ball carrier, don't you think? *—Kraig Kujawa*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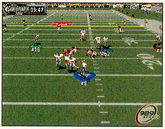
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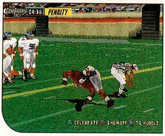
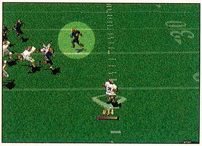
989 SPORTS


04:35
PENALTY
CELEBRATE SHOWOFF TO HUDDLE



Here you can see the computer safety (see spot shadow) actually running away from my running back. He ran left 10 yards, then eventually circled back (above).

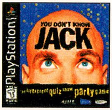
Box Score

Pros	Cons
Great 3D graphics	Non-existent AI
Keith Jackson announces	Very buggy, feels rushed
Lots of features	Too easy

● ● ● ○ ○

OPM Rating

TEEN T AGES 13+ CONTENT RATED BY ESRB


PlayStation
YOU DON'T KNOW JACK
the irreverent quiz show party game

1~3 Players

Memory Card 1 block

Vibration Function Compatible

Developer	Jellyvision
Publisher	Berkeley Systems
Genre	Misc.

You Don't Know Jack!

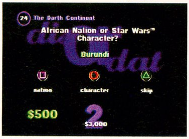
Invite Jack to your next party

All right; listen up, smartass. You think you're some kind of quiz-game prodigy? You think some day you're going to show Alex Trebek what real knowledge is? You think you know trivia? Well, guess what, punk? You don't know JACK!

The YDKJ! series took the PC world by storm a few years back, and it's finally made the move to PlayStation. The result is a huge collection of bizarre trivia, courtesy of a team of brilliantly funny writers and a sarcastic, smarmy voice-over host by the name of Raoul.

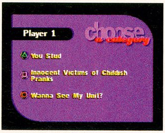
You can't really understand how hysterical this game is unless you play it yourself (hopefully you have, on the August demo disc), but I'll try to explain: Raoul's questions—and his responses to your inputs—are so varied and natural-sounding that it really feels like you're dealing with a human being. What's most entertaining is what happens when you either mess up a question or don't follow directions (try to answer before ringing your buzzer, for example, and Raoul gets *very* testy).

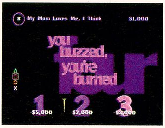
The only real problem in the game is the fact that the question intro tunes and some of the setup patter can get monotonous after the 10th game or so. Otherwise, it's hard to beat. *—Joe Rybicki*

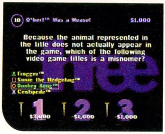

24 The Darth Continent
dis or dat
Burundi
nation
character
skip
$500
2
$3,000

African Nation or Star Wars™ Character?

Buzz in before Raoul finishes reading the question and you'll be forced to take a stab in the dark (right).


Player 1
choose a category
You Stud
Innocent Victims of Childish Pranks
Wanna See My Unit?


8 My Mom Loves Me, I Think
$1,000
you buzzed, you're burned
four
1 $5,000
2 $2,000
3 $3,000


10 Q*bert™ Was a Weasel
$1,000
three
1 $3,000
2 -$1,000
3 -$1,000

Because the animal represented in the title does not actually appear in the game, which of the following video game titles is a misnomer?

△ Frogger™
□ Sonic the Hedgehog™
○ Donkey Kong™
X Centipede™

Box Score

Pros	Cons
Brilliant and bizarre writing	Question intros get repetitive
Raoul rules!	Some auxiliary voice also gets repetitive
Tons of tough questions	
Extremely simple to play	

● ● ● ● ◐

OPM Rating

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

Developer	Appaloosa
Publisher	Sony CEA
Genre	Action

PlayStation
TINY TANK
UP YOUR ARSENAL

1 or 2 Players
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible

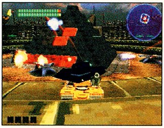
Tiny Tank

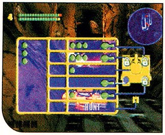
Tiny still has big problems

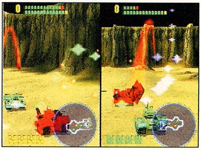
It's been almost 10 months since I first reviewed Tiny Tank (back when it was due to be published by MGM Interactive), and although a few very minor problems have been fixed in that time, all the major screw-ups still remain.

My biggest gripe with the game, as it was with the first version, is the control. You can't roll Tiny to either side reliably for some reason (which is your most effective move, since the general strategy for most of the idiotic enemies is to run straight at you) and the turret on your tank often seems to have a mind of its own, pivoting left or right by itself when you just want it to shoot straight ahead. As for the graphics, the colored lighting and some nice effects look decent in screenshots, but when they slow everything down to a choppy mess in the actual game they don't seem nearly as impressive.

It's a shame more tinkering wasn't done on Tiny during his long hiatus; some interesting levels later in the game show potential, but without the controls or graphics to back them up they are wasted. Ten months ago I gave Tiny Tank two and a half CDs, but compared to the modern PlayStation library it barely earns two. *—Mark MacDonald*







The addition of a two-player deathmatch was a nice idea, but the execution (like the rest of Tiny Tank) needs work.

Box Score

Pros	Cons
- Some interesting level ideas - Good lighting effects	- Choppy graphics - Frustrating controls and gameplay - Painful music

● ● ○ ○ ○

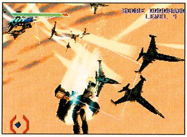
OPM Rating

EVERYONE
E
CONTENT RATED BY ESRB

Developer	Polyphony Digital
Publisher	Sony CEA
Genre	Action

PlayStation
OMEGA BOOST

1 Player
Memory Card 1 block
Analog Control Compatible
Vibration Function Compatible



Hardcore players can earn alternate versions of all the levels in Omega Boost. Here (above) the object is just to destroy as many of the swarming planes as you can.

SCORE 0000341
LEVEL 3

SCORE 0002774
LEVEL 1

SCORE 00022
LEVEL

Omega Boost

Great arcade action for fans of the genre

If Gran Turismo didn't make it clear enough, Omega Boost proves once and for all that developers Polyphony Digital know the PlayStation hardware inside and out.

Transparencies, shading, reflections, particles, light sourcing—this game uses every amazing graphical effect you've ever seen on Sony's machine and then some, all going on at the same time and somehow keeping up a silky-smooth frame-rate.

But while everyone will enjoy the incredible visuals, only a much smaller audience will appreciate Omega Boost's gameplay. It's not any kind of problem with the controls—once you get accustomed to the targeting system and full 360° freedom of space flight it handles great. What makes Omega Boost a niche product is that it plays similar to older arcade shooters like After Burner or Thunder Blade: Pattern learning and quick reflexes are key, and the focus isn't just on finishing the game, but on earning the high score or better performance ratings for each level.

Omega Boost definitely isn't for everyone, but its combination of old-school gameplay and state-of-the-art graphics will make a certain segment of PlayStation owners *very* happy. *—Mark MacDonald*

Box Score

Pros	Cons
- Some of the best graphics the PS has ever seen - Fast and furious arcade-style play	- Many levels similar to one another - Gameplay not for everyone

● ● ● ● ○

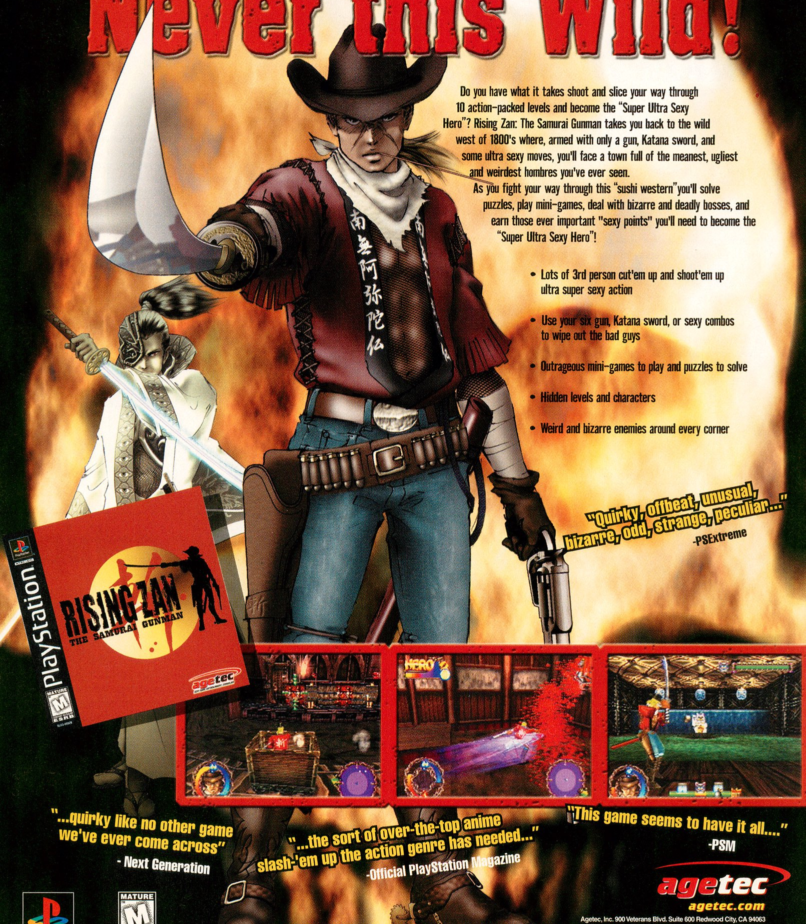
OPM Rating

The Wild West Was Never this Wild!

Do you have what it takes shoot and slice your way through 10 action-packed levels and become the "Super Ultra Sexy Hero"? Rising Zan: The Samurai Gunman takes you back to the wild west of 1800's where, armed with only a gun, Katana sword, and some ultra sexy moves, you'll face a town full of the meanest, ugliest and weirdest hombres you've ever seen.

As you fight your way through this "sushi western"you'll solve puzzles, play mini-games, deal with bizarre and deadly bosses, and earn those ever important "sexy points" you'll need to become the "Super Ultra Sexy Hero"!

- Lots of 3rd person cut'em up and shoot'em up ultra super sexy action
- Use your six gun, Katana sword, or sexy combos to wipe out the bad guys
- Outrageous mini-games to play and puzzles to solve
- Hidden levels and characters
- Weird and bizarre enemies around every corner



"Quirky, offbeat, unusual, bizarre, odd, strange, peculiar..."
-PSExtreme

"...quirky like no other game we've ever come across"
- Next Generation

"...the sort of over-the-top anime slash-'em up the action genre has needed..."
-Official PlayStation Magazine

"This game seems to have it all...."
-PSM

PlayStation

MATURE
M
CONTENT RATED BY ESRB

agetec
agetec.com

Agetec, Inc. 900 Veterans Blvd. Suite 600 Redwood City, CA 94063

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EVERYONE E CONTENT RATED BY ESRB

PlayStation
TRICK'N SNOWBOARDER

1 or 2 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	Cave
Publisher	Capcom
Genre	Sports

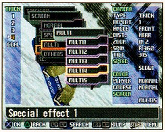
Trick'n Snowboarder

Why?

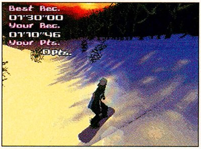
So we've been harping about the glut of mediocre snowboarding titles on the PlayStation, and Capcom decides to release their *second* this year. Someone's missing something here.

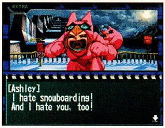
Now, don't get me wrong; Trick'n Snowboarder does have a few interesting features that make it worth a look if you're *still* not sick of snowboarding after all this time. First off, the game engine seems to offer a bit more control than in similar titles. It's annoying as hell when you're going slow, but once you get up to speed the unique control scheme makes for some surprisingly precise movement. Secondly, the game includes a Replay Edit mode with an easy-to-use interface and a ton of visually interesting options. And finally, the Scenario mode—the focus of the game—includes some interesting elements, like specific goals for each track and a simple story to hook it all together.

The problem is, that story involves your tricks being filmed, so when you're nearing a jump point a PIP screen pops up showing your run from a different angle—and dropping the frame-rate to a pathetic, unplayable level. And two-player split-screen mode suffers from the same problem. So what else is there? Not much. It's a rental at best. ***—Joe Rybicki***

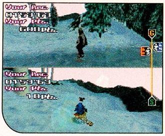

TRICK
SCREEN
MULTI
MULTI1
MULTI2
MULTI3
MULTI4
MULTI5
CAMERA
TYPE
REPEAT
ANGLE
DIST.
ZOOM
SPIN
TILT
SPEED
COLOR
PLAYER
COURSE
SCREEN
OK
BACK
SEARCH
JUMP
MENU

Special effect 1


Best Rec.
01'30"00
Your Rec.
01'10"46
Your Pts.
0Pts.



[Ashley]
I hate snowboarding!
And I hate you, too!


Your Rec.
01'53"63
Your Pts.
608Pts.
Your Rec.
01'53"63
Your Pts.
18Pts.

Among the few interesting features in this game are the Scenario Mode (left), the Replay Edit (top left) and the graphically dramatic courses (above).

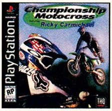
Box Score

Pros	Cons
Precise control... at top speed Scenario mode...sort of Replay Edit	Frustrating control otherwise Unplayable frame-rate Limited trick system

● ◐ ○ ○ ○

OPM Rating

RATING PENDING RP CONTENT RATED BY ESRB


PlayStation
Championship Motocross
Ricky Carmichael
THQ

1 or 2 Players
Memory Card 1~6 blocks
Analog Control Compatible
Vibration Function Compatible

Developer	Funcom
Publisher	THQ
Genre	Racing

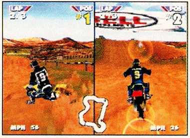
Championship Motocross

Runs pretty well but could use a tune-up

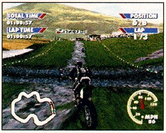
The best news about Championship Motocross is that it doesn't play like just another racing game. The controls, Dual Shock feedback, and different terrain and weather conditions make it feel like you are actually racing a dirt bike, and not just a car with two wheels like in some other cycle games. The graphics look pretty good—smooth and detailed with only rare spots of pop-in or slowdown—but not so good that they stand out compared to other recent PlayStation racers. There's also an impressive number of options you can (and should) adjust before each course to optimize your bike for that specific race, adding a bit of strategy.

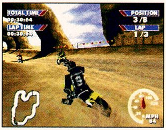
Controls have no major problems, but could have used a little more tweaking. Having a button for powersliding takes a little of the challenge and excitement out of taking corners, and the steering, in general, feels a bit too sensitive (although it definitely works better with the analog stick than the D-pad).

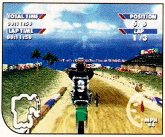
Still, for realistic motocross action, you won't find better on the PlayStation. It's definitely worth it for hardcore and even casual fans of the sport; general racing gamers should rent it first. ***—Mark MacDonald***


LAP
2/3
POS
#1
LAP
POS
#2
MPH 56
MPH 26

The two-player split-screen mode keeps a nice frame-rate, but unfortunately there's no option to add computer racers.


TOTAL TIME
01:00:57
LAP TIME
01:00:57
POSITION
6/8
LAP
1/3
MPH


TOTAL TIME
00:30:64
LAP TIME
00:30:64
POSITION
3/8
LAP
1/3
MPH


TOTAL TIME
LAP TIME
POSITION
LAP
1/3
MPH

Box Score

Pros	Cons
Nice graphics It reflects the unique aspects and feeling of the sport well	Steering is a little loose Controls very simple

● ● ● ◐ ○

OPM Rating

Here's what readers are saying about

Electronic Gaming Monthly...

October 1999

"You guys do an **excellent job.** I have a subscription because your mag always has the **most current and unbiased info.**"

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Tualatin, OR

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acguillermo@eudoramail.com

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sith@sprint.ca

"keep up the good work on your **great mag!!**"

mustanglxfiveo@email.msn.com

ZD ZIFF-DAVIS & SOFTBANK
How Will You Connect Your Dreamcast to the Net? pg. 38
Nintendo 64 • PlayStation • Dreamcast • Handhelds • Arcade
ELECTRONIC GAMING MONTHLY
October 1999
Electronic Gaming Monthly • Spider-Man
Number 123
20 DREAMCAST GAMES REVIEWED
OVER 40 Reviews
SPIDER-MAN
EXCLUSIVE INFO: THE GAME, THE MOVIE, THE TV SHOW
Games Inside:
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Seaman • Toy Story 2 • Legend of Mana • Chrono Cross
Castlevania: Special Edition • Twisted Metal 4 • GTA 2
Star Trek • Rainbow Six • Jet Force Gemini • Zelda Gaiden
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But Get It...Get It?

PlayStation
Evil Zone

Developer	Yukes
Publisher	Titus
Genre	Fighting

1 or 2 Players

Memory Card 1 block

Evil Zone

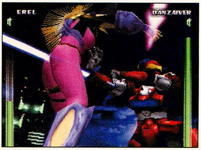
Only fans of anime need apply

Tekken was about impact...brutal fists and feet to your face type of impact. Evil Zone, on the other hand, is all about style, anime style to be exact. Evil Zone's fighting engine is simplistic but functional, with only one button each for attacking and blocking. You won't be able to string together hundreds of different combos like most fighters, and there's very little to learn after a few hours of play. But even with this limitation, the engine is solid and every attack has a counterattack.

Graphically, the game shows the PlayStation's limitations, but Yukes manages to squeeze out some fancy tricks like individual polygons for hairs on certain characters and massive lighting effects.

The game is definitely not everyone's cup of green tea. The fighting system is not deep enough to satisfy fighting enthusiasts, and many of the bonuses in the game can only be appreciated by anime aficionados. Still, the game is very original and worth at least a rental for casual gamers while it is highly recommended if you consider yourself a connoisseur of Japanese animation.

—Wataru Maruyama



Evil Zone is dripping with exaggerated and stylish anime flair. Attacks are often framed dramatically by switching cameras, giving you a good show (above).

SETSUNA
EREL

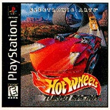
Box Score

Pros
- Easy to learn
- Interesting Story mode
- Responsive controls

Cons
- Too simplistic for fighting enthusiasts
- Bad voice acting
- Limited appeal for non-animé fans

● ● ● ○ ○

OPM Rating



Developer	Stormfront
Publisher	Electronic Arts
Genre	Racing

1 or 2 Players

Memory Card 1~6 blocks

Analog Control Compatible

Vibration Function Compatible

Hot Wheels Turbo Racing

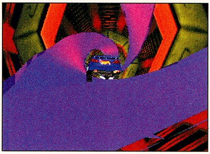
Trouble getting out of the pits

I was the proud owner of many a Hot Wheels in my day, and was eager to experience the diecast cars in a way that was impossible when I was a kid. Yep, the concept of getting behind the wheels of the automobiles I once pushed around is a great one, and to a certain extent, Stormfront has succeeded in capturing the essence of the license. The cars look great and the tracks are fair representations of what real-life versions of the play sets would probably look like.

The problem is that the frame-rate is quite jumpy and the game is wrought with graphical glitches. The overall graphics are quite bland and the tracks feel way too static. The most fun comes from pulling skateboarding-style tricks: Flipping and spinning cars is a blast, and it really saves Hot Wheels from becoming just another clunky racer. Another high point is the game soundtrack, which is just phenomenal. Any game with a both a Link Wray and a Metallica song automatically gets extra points in my book (according to EA, Wray is a big fan of Hot Wheels).

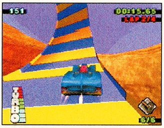
There's a moderately enjoyable game underneath the frame-rate problem, graphic glitches and average track design. The question is if you love Hot Wheels and the soundtrack enough to stick with it.

—Wataru Maruyama



In the loose-rules world of Hot Wheels, cars can perform skateboarding-style tricks.

107
00:51.00
LAP 1/4
TURBO
4/6



111
00:32.92
LAP 1/4
TURBO
4/6

Box Score

Pros
- It's Hot Wheels
- Make cars flip and pull stunts
- Awesome soundtrack

Cons
- Bad frame-rate
- Lots of graphical glitches
- Average track design

● ● ◐ ○ ○

OPM Rating

Enemy cruisers fast approaching. Deflector shields not operational. Ion drive in critical condition.

Hint-page time.

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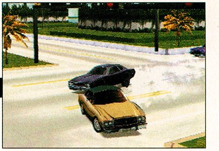
Review Recap

The final word—official and unbiased

Driver



A roundup of the most notable games of recent months

Ape Escape

The first PlayStation game to *require* an analog controller, Ape Escape sets a new standard with its ingenious and precise controls. The huge number of different weapons, moves and vehicles make this one of the most diverse platformers out there. The game does suffer from some slowdown and typical 3D camera issues, but it's otherwise excellent.

OPM Rating ●●●●●

Bugs Bunny Lost in Time

This is as close as you're likely to get to actually playing a Looney Tunes cartoon on the present hardware. The designers (who, surprisingly, were also responsible for the lackluster Jersey Devil) obviously put a lot of effort into reproducing the license faithfully; any fan of Looney Tunes will love it. Unfortunately, the game's too short for experienced gamers.

OPM Rating ●●●◐○

Driver

It's a brilliant idea: Conduct any number of suspicious car-related activities in locations modeled after four real-world cities. Throw in one of the most entertaining driving engines around and you've got a truly exceptional game. Sure, it's a bit unpolished, but you'll love it anyway.

OPM Rating ●●●●○

Ehrgeiz

Although the fast, furious, fully 3D engine may not be for everyone, Ehrgeiz packs in enough extras—especially the huge Quest mode and the ability to play as characters from FFVII—to keep players coming back for more. It may not be the deepest fighter out there, but it's a blast to play.

OPM Rating ●●●◐○

Gex 3: Deep Cover Gecko

The third installment in the Gex saga suffers a bit from repetitive, monotonous combat and a fair share of graphic and camera glitches. But the humor of the series is here in full force, and a ton of levels and secrets help make up for the monotony.

OPM Rating ●●●◐○

Jade Cocoon

The newest RPG effort from Crave features an excellent story, superb graphics and a well-done world design. The battle system, however, may simply be too tedious for most RPG fans, as it features Monster Rancher-like elements of creature training and tending. If you're into that sort of thing, Jade Cocoon is for you; others may want to rent first to see if they have the patience.

OPM Rating ●●●◐○

Legend of Legaia

SCEA's RPG is a solid, entertaining game that punches a lot of classic RPG buttons while rarely sliding into cliché. The combat engine employs interesting hand-to-hand and magic systems, but where Legaia really shines is in the writing and character development. While the too-frequent (and too-lengthy) battles can be frustrating, Legaia offers a satisfying quest for any RPG fan.

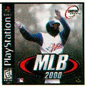
OPM Rating ●●●●○

Lunar: Silver Star Story Complete

This reworked version of the classic Sega CD RPG puts most of today's "advanced" RPGs to shame with a great story, superb writing and an excellent battle system. Sure, the average graphics may look dated to those used to modern 32-Bit RPGs, but that's not why you play an RPG anyway, is it? The game package even comes with a bunch of nifty extras. Lunar will remind you why you started playing RPGs in the first place.

OPM Rating ●●●●◐

MLB 2000



Although MLB 99 was a good game, this year's version fails to make any significant improvements. The game still has its share of bugs and AI issues, and though it's a solid game, it's a shame it couldn't have been more improved.

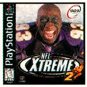
OPM Rating ●●●●○

Need For Speed: High Stakes

Electronic Arts added even more interesting features to the already-substantial Need for Speed III, and the result is an all-around excellent racer with a ton of different modes. One of the most interesting of these is the chance to win new vehicles off a friend in head-to-head competition. Only the jittery framerate in Hot Pursuit mode mars this fine game.

OPM Rating ●●●●◐

NFL Xtreme 2



Though marginally better than last year's version Xtreme 2 still suffers from many of the same problems. With the game still trying unsuccessfully to balance GameDay-style realism with Blitz-style arcade

recap pick of the month

NFL Blitz 2000

When it comes to extreme football on the PlayStation, there's just no substitute for Blitz. Last year's debut was nothing short of amazing, and Blitz 2000 seems to have nudged it a bit further.

The main improvements lie within the multiple layers of depth that have been added. The most significant feature is the four-player two-on-two competition, since the addition of a human teammate completely changes the game.

Also new to this version is the ability to become "on fire," which severely powers up your entire team, and the addition of a defensive play editor, which adds a surprising level of strategy to what may appear to be a simple game.

Unfortunately, the graphics haven't improved as much as other areas of the game, but they're still solid enough. Anyone who even remotely enjoys football will love this game.

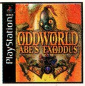
OPM Rating ●●●●●

TURBO
PRESS START
PRESS START
PRESS START

fun, just about the only thing Xtreme excels at is annoying players with its overdone, forced, "trash talk" humor; messy, unintuitive playbook; and unpredictable, choppy animations.

OPM Rating ●◐○○○

Oddworld: Abe's Exoddus



The loveable Abe returns in what amounts to little more than a collection of new levels to add to the excellent Abe's Oddysee. Further variety in environments helps differentiate between the games, however, as does the ability to possess more creatures, the increased GameSpeak vocabulary and the vector of Mudokon emotions. The much-needed Quiksave eliminates the pesky checkpoints of the previous game. An all-around topnotch title.

OPM Rating ●●●●◐

R4: Ridge Racer Type 4

R4 modifies the challenging Namco racing engine to make Drift driving much more forgiving. Unfortunately, this makes the game as a whole much easier, lowering the replay value. But the unbelievable graphics and multiplayer options make R4 worthwhile anyway.

OPM Rating ●●●●○

R-Type Delta

This is the first game to truly challenge Einhänder's dominance of the shooter category on the PlayStation, and it does it well. At first you'll notice the beautiful graphics, but sit down with the game and you'll see that the intense, varied gameplay is the real gem here. Shooter fans, don't miss it.

OPM Rating ●●●●◐

Sled Storm

EA manages to dig up an "extreme sport" that hasn't been done before on the PlayStation, and turns it into a solid, entertaining racer. Sled Storm comes packed with a ton of tracks, both "Open Mountain" and Snocross, and the Open Mountain courses are riddled with shortcuts and alternate routes, adding to the replay value. The game's a bit too easy to beat, but you'll have a great time getting there.

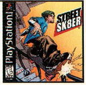
OPM Rating ●●●●○

Star Ocean The 2nd Story

This exceptional RPG is packed with options and extras that add incredible depth to the gameplay. The sweeping story is carried along by writing that is, sadly, only adequate in most areas. But the unusual battle system keeps the game moving along nicely, and the fine prerendered scenes are a joy to look at.

OPM Rating ●●●●◐

Street Sk8er



The PlayStation's first dedicated skateboarding game leaves quite a bit to be desired. Although EA manages to come through on most elements of skater atmosphere, the trick system is far too simplistic and the game in general simply isn't challenging enough to warrant more than a rental. Great soundtrack, though.

OPM Rating ●●◐○○

Street Fighter Alpha 3

This is without a doubt the best installment in the Street Fighter series. Remarkably faithful to the arcade version, the home edition also includes a World Tour Mode, which lets players tour the world to build up their favorite characters' abilities. To top it off, a ton of extras await the diligent player. All in all, for 2D PlayStation fighting this is as good as it gets.

OPM Rating ●●●●●

Syphon Filter

This game of high-tech espionage has drawn more than a few comparisons to Metal Gear Solid, but easily stands on its own merits. Although the game suffers from minor graphics and control issues, these pale in comparison with the imaginative level design and spectacular AI. A good bet for those seeking a thinking man's action game.

OPM Rating ●●●●○

Triple Play 2000

EA Sports has finally managed to improve the frame-rate problems that plagued previous Triple Play titles, and has come up with this year's baseball game to beat. A revamped, simplified interface makes the game much more intuitive, and the more dramatic TV-style presentation adds plenty of ambience. Check it out.

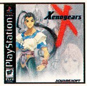
OPM Rating ●●●●◐

WWF Attitude

A staggering 24 different match types are just the beginning for this brawler. The game oozes with options, from the ability to make your own Pay-Per-View event to the robust Create A Wrestler mode. The engine's a bit slow and occasionally buggy, but still quite solid and entertaining.

OPM Rating ●●●●○

Xenogears



Square proves they still got it with an immense RPG with an entirely unique engine and loads of other innovations. A great story, a necessity for any good RPG, is complemented by great graphics. A worthwhile experience for any RPG-er!

OPM Rating ●●●●○

Ratings at a Glance

Ace Combat 2	●●●●●
Activision Classics	●●○○○
Bloody Roar 2	●●●●○
Brave Fencer Musashi	●●●●○
Breath of Fire III	●●●◐○
C: Contra Adventure	●◐○○○
Civilization II	●●●●◐
Contender	●●●●○
Crash: WARPED	●●●●●
Dead or Alive	●●●●◐
FIFA 99	●●●●◐
Final Fantasy VII	●●●●●
G.Darius	●●●●○
Gex: Enter the Gecko	●●●◐○
Gran Turismo	●●●●●
Guardian's Crusade	●●●○○
Hot Shots Golf	●●●●○
Judge Dredd	●◐○○○
Kartia	●●●●○
Madden NFL 99	●●●●◐
Metal Gear Solid	●●●●●
MLB 99	●●●●○
Mortal Kombat 4	●●●◐○
NBA Live 99	●●●●○
Need For Speed III	●●●●○
NFL Blitz	●●●●●
NFL GameDay 99	●●●●○
NHL 99	●●●●◐
Parasite Eve	●●●●○
Pitfall 3D	●●○○○
Point Blank	●●●◐○
Rogue Trip	●●●◐○
Rollcage	●●●◐○
SaGa Frontier	●●●◐○
Silent Hill	●●●●○
Soul Blade	●●●●◐
Spyro the Dragon	●●●●○
Tekken 3	●●●●●
Tomb Raider III	●●●◐○
Tomba!	●●●●○
Twisted Metal III	●●◐○○
WCW/nWo Thunder	●○○○○

THERE'S A NEW
ROCK STAR
IN TOWN

Um Jammer LAMMY™

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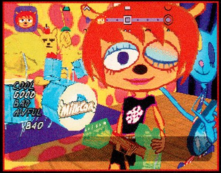
AWFUL
120



PlayStation®

Where Lammy goes, mosh pits follow. She's the guitar-slinging megastar of Um Jammer Lammy,™ the new rock video game. Problem is, she's late for her big gig with Milk Can, her all-grrrl band. Save the day by jamming to rock, punk, pop and other killer riffs. It's brought to you by the makers of Parappa the Rapper.™ You can even take on another player. Heck, you might even score groupies out of this.

EVERYONE
E
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www.playstation.com

Final Fantasy VIII

Our step-by-step guide takes you through all 50-plus hours of Square's latest masterpiece. All the Guardian Forces, bosses, cards, SeeD test answers, side quests, secrets and more!

Use the Guardian Force, Luke

The first skill you should teach a new Guardian Force is (if available) "Boost." Speedy button pushers can now "pump up" their attacks to inflict nearly twice the damage as before. Don't be shy about calling them—GFs are a gamer's best friend. Literally, in fact—the longer a GF is Junctioned to the same character, the higher its "affection rating," and the more quickly the GF will appear in battle.

Evenly distribute statistic Junctions to your characters (HP-J, Str-J, etc.) Ideally, everyone should be able to Junction magic to each of the "major" statistics. Make sure all GFs are always Junctioned and earning experience in battles—nothing is gained by leaving them on the sidelines.

Abuse the System

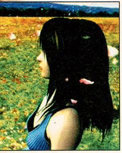
The strength of a spell Junction is directly proportional to the number of uses of that spell a character carries. So draw, draw, draw! The maximum uses a character can carry of a spell is 100; try to have that many of any spell Junctioned to a statistic. It's well worth the time spent repeatedly drawing.

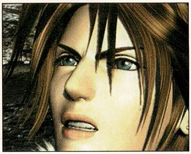
Also, when your character falls into the "critical" HP zone, hit the triangle button continually to skip turns until his or her Limit Break becomes available. Don't waste their hurt status on a "regular" attack!

Your Fate is in the Cards

Why should you spend your time playing the card game? Simple. Quezacotl can transmogrify cards into items. Rare cards yield rare items—and without rare items, you'll never be able to upgrade to the strongest weapons, uncover the strongest Guardian Forces, or master the game's deepest secrets. So play cards as often as you can against everyone you meet. Otherwise, you'll be fighting with weak weapons for losers and everyone will laugh at you.

an EXPERT GAMER STRATEGY GUIDE





BEGIN • DISC • ONE

Balamb Garden

After a scolding from Dr. Kadowaki and teacher Quistis, Miss Trepe will ask Squall to go with her to the Fire Cavern. First, return to Squall's desk and use the computer terminal. Viewing the Tutorial nets you your first two Guardian Forces: Quezacotl and Shiva. Now, leave the classroom and explore the halls of Balamb Garden (with your new friend in tow). Be sure to get the "starter pack" of cards from the man on the second floor walkway, meet with Seifer & Co. in the cafeteria, and pick up the rare *Occult Fan* magazine from the front end of the second library bookcase. Once you've seen the sights, meet Quistis at the central gate and head to the Fire Cavern, northeast of Garden.

The Cave Is on Fire

Thirty minutes should be more than enough time to complete the trial; most should have no trouble with just twenty. Hurry along the path to the center of the cave where you'll find Ifrit. Summon Shiva and cast any Drawn Blizzard spells to make quick work of him. It helps to have acquired Shiva's "Boost" ability before the battle. Pick up the Ifrit GF and card, then hurry to the exit.

Return to Garden and Dollet Assault

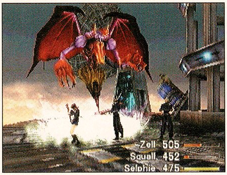
After the Cave of Fire, return to your dormitory in Balamb Garden and change into your military outfit. Meet Quistis (and Zell) in the front lobby. Seifer will be assigned as your squad leader; proceed to the parking garage. Drive along the road to Balamb town. Enter the submarine and receive a briefing from Xu. After the stunning FMV entrance, your mission begins.

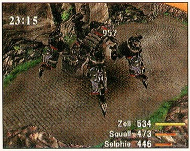
Work your way to the central square; once Seifer asks you to look around, attack the enemies hiding in the northeast. Talk to Seifer while your party waits, then continue up the mountain; Seifer leaves your party and Selphie joins. At the top of the EMF tower, you'll face Biggs and Wedge; a quick GF summon should eliminate the duo. Now comes the Elvoret - be certain to Draw the Siren GF and several uses of Double magic before killing him! Your Doubled spells and GFs should take him out just fine. Defeating Elvoret nets you the March issue of *Weapons Monthly*.

You now have 30 minutes to return to the ship—but the X-ATM092 droid on your tail isn't going to make things any easier. You can't defeat him, you can't even hope to contain him—you can just run away like wussy SeeD recruits. Weaken him with lightning-based attacks, and when he falls to the ground, RUN AWAY! Make it back to the beach and Quistis will save your sorry hides.

Squall Graduates

Back at Balamb town, Seifer and crew steal the car and drive back to Garden. Explore the town, play some cards, then head back to the Garden. Meet with Cid, Quistis and Xu in the Lobby, then go right to meet with Seifer. An announcement directs you to the 2nd floor hallway. Talk to Zell and wait. After a brief ceremony, Cid pronounces you SeeD members. Talk to him again to receive the Battle Meter. From this point on, you can select the TEST option from the Tutorial menu (see next page).





20 08
Nautilus

After your battle with Elvoret, you'll need to outrun the quite-persistent X-ATM092 droid.

Guardians

☐ Quezacotl

Location:	Balamb Garden, Squall's SeeD terminal
Attack:	Thunder Storm
Element:	Thunder
Useful skills:	"Card" Command, "Card Mod" Menu, "Mid Mag-RF" Menu
Overview:	The Aztec thunder god puts the smack down on water-based and robotic foes, but his true power comes in card manipulation. Without his techniques, you'll have trouble obtaining the rare cards and items you need to thrive. In the game's early stages, "Mid Mag-RF" is invaluable.

☐ Shiva

Location:	Balamb Garden, Squall's SeeD terminal
Attack:	Diamond Dust
Element:	Ice
Useful skills:	"Doom" Command, "Elem-Atk-J" Junction, "Elem-Def-J" Junction
Overview:	The Hindu God of Destruction is apparently moonlighting as an icy snow queen. Her Elem-Atk and Elem-Def Junctions give characters an edge against elemental enemies. Fire-based enemies shiver at the thought of her Diamond Dust attack, but everyone fears her count-down to death called Doom.

☐ Ifrit

Location:	Fire Cavern
Attack:	Hell Fire
Element:	Fire
Useful skills:	"Str-J" Junction, "Str+20/40%" Ability, "Mad Rush" Command, "Ammo-RF" Menu
Overview:	This demonic hell-beast is a physical powerhouse. His Strength Junctions and percent-ups beef up your blows, while his "Mad Rush" command instantly turns an ordinary party into a team of sped-up, protected, berserker killing machines. "Ammo-RF" becomes useful once Irvine joins your party—without this skill, you'll be shooting blanks.

SeeD Test Cheat Sheet

After the assault on Dollet, a new option, TEST, becomes available. Here, you can demonstrate your knowledge of the game and raise Squall's SeeD ranking. The higher Squall's ranking, the more cash he rakes in each "pay period," so answer them as early as possible for maximum benefit. Squall can take tests up to the number of his level.

Level 1: Y, N, Y, Y, Y, N, N, Y, N, N
Level 2: Y, N, Y, Y, Y, N, Y, Y, N, N
Level 3: N, N, Y, N, Y, Y, Y, N, Y, N
Level 4: N, Y, Y, Y, N, N, Y, Y, N, N
Level 5: N, N, N, Y, Y, N, N, Y, Y, Y
Level 6: Y, N, Y, Y, N, N, Y, Y, N, Y
Level 7: Y, Y, Y, Y, Y, Y, N, Y, Y, N
Level 8: N, Y, N, N, Y, Y, N, N, Y, N
Level 9: N, Y, N, N, N, N, N, N, Y, Y
Level 10: Y, N, N, N, N, N, N, N, Y, N
Level 11: Y, Y, N, Y, Y, N, Y, N, N, Y
Level 12: N, Y, N, N, Y, N, Y, N, Y, N
Level 13: Y, N, N, N, Y, N, N, N, N, N
Level 14: Y, Y, Y, Y, N, Y, Y, N, Y, N
Level 15: Y, Y, N, N, N, N, N, Y, N, Y
Level 16: Y, N, N, Y, N, Y, N, N, Y, N
Level 17: Y, N, N, N, Y, N, N, Y, N, N
Level 18: Y, N, N, N, Y, N, N, N, N, N
Level 19: Y, N, N, Y, N, N, N, N, N, Y
Level 20: Y, Y, N, Y, N, Y, Y, Y, N, N
Level 21: Y, Y, Y, Y, N, N, Y, Y, Y, N
Level 22: N, N, N, Y, N, N, N, Y, Y, N
Level 23: Y, N, N, N, N, Y, Y, Y, Y, Y
Level 24: Y, Y, N, N, Y, Y, N, N, N, Y
Level 25: Y, N, Y, Y, Y, N, N, Y, N, N
Level 26: Y, Y, N, Y, N, Y, N, Y, N, N
Level 27: N, Y, N, N, N, N, Y, N, Y, N
Level 28: Y, N, N, Y, Y, Y, N, Y, N, N
Level 29: N, N, N, Y, Y, N, N, N, Y, N
Level 30: N, Y, N, N, N, N, Y, N, N, N

Soon, it will be evening in Squall's dormitory. Change into your ceremonial uniform (examine the bed), then talk to Selphie and head to the dance. After a stunning FMV sequence, Quistis meets you on the balcony and instructs you to meet her at the entrance to the Training Center. Change back into your "regular" outfit and depart.

Quistis Wants to "Instruct" You

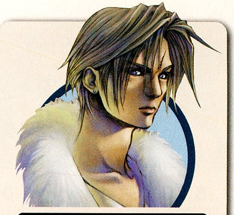
Meet Quistis at the entrance and head toward the back room (near the save point). After an emotional rendezvous, return to the entrance. It's the girl Squall saw at the infirmary—and the monster Granaldo, who's out of control! Draw the powerful Protect and Shell spells while keeping your HP levels high, then unleash a few rounds of GFs. Piece of cake. Head back to your dormitory and go to sleep. The next morning, pick up the April issue of *Weapons Magazine* from your bedside table and head to the main gate.

Come On, Ride the Train

Talk to Cid to learn about your mission. Talk to him again to receive the Magical Lamp—using this item will bring you into battle with the GF Diablos. Go to the library with Zell in your party and talk to the pony-tailed girl in front of the bookcase—she has a crush on Zell. Stop by and visit her throughout the game! Head to the train depot in Balamb town, purchase a ticket, and board. Once the train starts moving, enter the cabin and talk to Zell. Receive *Pet Pals Vol 1*. A new adventure awaits…

Laguna's Scenario

You find yourself in control of three strangers: Laguna, Ward and Kiros. Laguna has Squall's Junctions, magic, and statistics. Ward has Zell's, and Kiros has Selphie's. Head northeast through the burning fields and board the waiting truck.



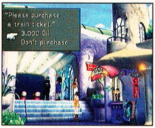
Squall Leonheart

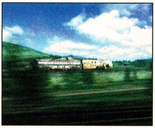
Something happened to Squall many years ago; since then, he resolved to go forward on his own, without depending on anyone. He avoids interacting with people even now, saying what needs to be said and waiting for the other person to go away. His bitter rivalry with Seifer leads him close to the brink of disaster.

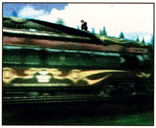
Once you reach Deling City, head right to the Galbadia Hotel. Head downstairs, be seated, and listen to the female pianist, Julia. Follow her to her room (the concierge knows the way) for a brief interlude. Your party awakens and arrives at Timber Station.

The Great Train Robbery

Once at Timber, a man asks you a question. Choose "But the owls are still around," then head south and board the train. Win the Angelo card from Watts, then head to the back room and meet with Rinoa. Head back to the front cabin for your briefing. Don't worry if it looks complicated—the game automatically does most of the dirty work for you. Return to Rinoa's room to pick up *Pet Pals Vol.2* from the bed (assign Angelo's "skills" from Rinoa's status screen). Talk to Watts to start the heist.

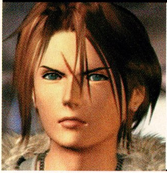




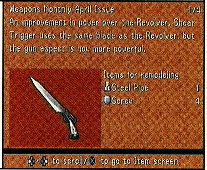


Sneak along the rooftop of a streaking train to reach the President.

Why Upgrade Now?



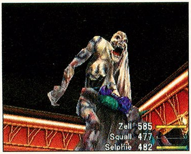
In Final Fantasy VIII, enemies are always at the same level as your characters. This means that simple stat-building will never let you crush them—you must turn to other means of success. Guardian Force Junctions, skills and abilities are one way. Weapon Upgrading is another. By combining your weapon with rare items at Junk Shops, your characters can upgrade their arsenal. And when we say rare items, we mean rare. Items can be found from an opponent's victory spoils, stolen using the "Mug" skill, or obtained via the "Card Mod" Menu. It may seem like a lot of work, but it's worth it.

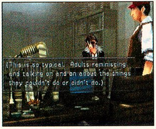


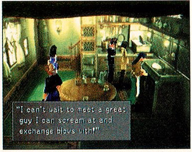
Weapons Monthly April Issue 1/4
An improvement in power over the Revolver. Shear Trigger uses the same blade as the Revolver, but the gun aspect is now more powerful.

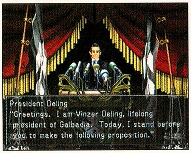
Items for remodeling
Steel Pipe 1
Screw 4

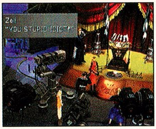
to scroll/ to go to Item screen




(This is so typical. Adults reminiscing and talking on and on about the things they couldn't do or didn't do.)


"I can't wait to meet a great guy I can scream at and exchange blows with!"


President Deling
"Greetings. I am Vinzer Deling, lifelong president of Galbadia. Today, I stand before you to make the following proposition."


Zell
"YOU STUPID IDIOT!!"

The President is fake! Once you battle with his "true" form, track down the real President Deling.

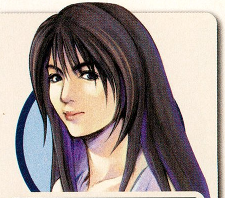
Travel with Rinoa across the car rooftops. You'll have to enter two sets of codes to deactivate the couplings. If the guards spot you, you have to start over and will lose one SeeD rank; use R1 and L1 to look left and right, and press up to jump to the roof when the guards approach. You have five minutes to input both sets of codes: three codes the first batch, five codes the second. Complete both sets successfully on the first try to advance one SeeD rank. Once back in the front cabin, make your preparations, then talk to Rinoa to visit the President.

The President is a fake! He'll attack and turn into his "true" form, a monstrous Zombie. Draw Berserk and Zombie from this second form. As an undead creature, he's weak against fire and holy attacks; Cure spells and potions also cause damage! If you're looking for an easy out, use a Phoenix Down on him to kill him instantly. After the battle, form a new party and talk to Watts to leave the train.

Timber Station

Head north from the depot to reach the Pet Shop—here you can buy *Pet Pals Vol. 3* and *4*. Head south past the hotel to the guards and defeat them. Return to the train station, this time heading east (in front of the Galbadia sign). Enter the Timber Maniacs building—be sure to search the documents in the first room; the second pile on the right has the *Girl Next Door* magazine. After speaking with the TM crew, leave the building, head right one screen, and down the stairs to the pub.

Talk to the drunken man and "tell him about the cards" to have him move. Leave through the back alley and climb to the top of the station. Marvel as the sorceress is introduced and all hell breaks loose. Head to the house adjacent to the Timber Maniacs, talk to Quistis twice and leave with a party of three. Talk to the soldier (Watts); head right and talk to Zone. Continue right, cross the bridge, and head south to board the train. Talk to everyone on board (Zell last) and the train departs. Get off at the first stop, East Academy Station, and wander west into the forest valley…



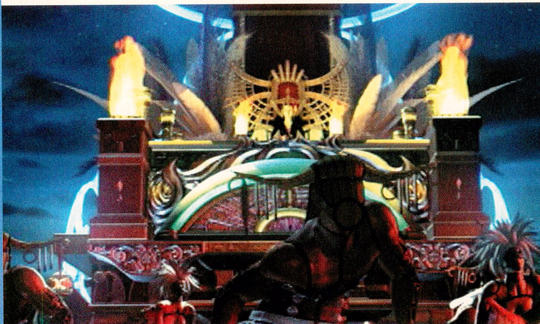
Rinoa Heartily

Rinoa is a 17-year-old girl with a kind heart and quick mouth. She leads the Timber resistance group "Forest Owls," but seems uncertain of her motives or intentions. Unlike Squall, she has no compunctions about showing her feelings, and can be (at times) downright flirtatious. Occasionally frustrated by Squall's constant "whatever" attitude, she is still the closest emotional tie he has to the rest of the group.

Guardians

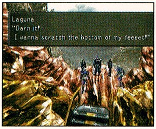
☐ Diablos

Location:	Use "Magical Lamp" received from Cid. To easily defeat Diablos, use his own power against him; Draw out "Demi" and cast it on him to inflict massive damage. Polish him off with a few well-timed GF summons.
Attack:	Dark Messenger
Element:	Gravity-based attack
Useful skills:	"Darkside" Command, "Mug" Ability, "Enc-Half" and "Enc-None" Party
Overview:	If Diablos appears to attack weakly, that's only because you're fighting weak enemies; his power is directly proportional to that of his foes. "Darkside" lets you sacrifice 1/10 of a character's max HP to deal a tripley powerful blow; a worthy sacrifice to finish off a weakened opponent. "Mug" is vital for finding rare items necessary for weapons upgrades and Quistis' Blue Magic. "Enc-Half" and "Enc-None" eliminate the headaches of random encounters.



Laguna's Second Scenario

Follow the path, fighting soldiers, until you reach a three-way fork. Head down the middle path's ladder. When you come across the three hatches, examine the upper-right corner of the middle hatch and "tamper with it." Continue following the rocky path—first east, then north—until you come across a torpedo and a boulder. Examine the torpedo and choose the first option, sending the boulder to block the path. Head north along the staircase and continue north until you reach a save point. Go north through the pipe. After defeating the two waves of soldiers, the mission ends with an impromptu cliff-diving session.



Laguna
"Darn it!
I wanna scratch the bottom of my feeeet!"

Laguna
"Just for that, you're gettin' the Cuchi-Cuchi treatment!"

Irvine Kinneas, at Your (Ladies') Service

Once your party awakens, leave the forest and head northwest to Galbadia Garden. Make your way to the central hall. Get Haste from the hidden Draw Point under the yellow light, then head north and take the stairs on the right. Once upstairs, enter the door on the south side of the hall. Talk to Zell, Quistis, Rinoa and Selphie—in that order. Squall will exit in a huff. Return to the front entrance of Galbadia Garden. Talk to Rinoa; Martine will arrive and introduce Irvine Kinneas. Irvine leaves, harem in tow. Go to the train station northwest of the Garden and board the train for Deling City. Once on board, talk to Selphie in her usual singing spot.

Do Deling City with Derring Do

Head up the escalator, then north to the first bus stop. When Bus 08 arrives, talk to the conductor to board. Get off at Caraway's Mansion. Talk to the nearly hidden guard on the right of the screen to learn about the Tomb of the Unknown King and to receive a map. Explore the town before heading to the tomb. Deling City is a very large city, but the bus system makes navigation palatable. The Tomb of the Unknown King is at the northeast corner of the continent—either set out by foot or rent a car. The Rent-a-Car store (and city exit) is two screens west from the base of the escalator.

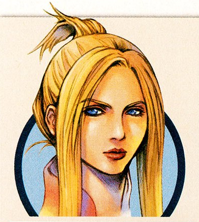
Tomb of the Unknown King

Enter the tomb and go north one screen from the entrance to find an abandoned sword on the ground. Examine the sword to receive the code (it changes from game to game). The less adventurous can return to Deling City; those with cajones should continue into the tomb. You can navigate the entire tomb in a single pass if you always take right turns at every intersection—and remember, you can press "Select" at any time to view the tomb map. Head to the easternmost room and fight Sacred. Solo, he's not tough at all. After taking him out, hit the northernmost room for the Draw Point and floodgate switch and the westernmost room for a Draw Point and waterwheel switch. Continue turning right at every juncture until you leave the tomb. Save, re-enter, and head straight north to the center of the tomb. Now you'll fight the brotherly duo of Sacred and Minotaur. As earth-based creatures, they're weak against wind-based attacks. Use Siren or Silence to quiet their regeneration attack, then hit them with your most powerful spells and GFs. Draw "Double" to increase your offensive power and "Life" in case a character dies. Keep your HP high, as they can hit your entire party for a few hundred damage. Once you gain their alliance, leave the tomb and return to Deling City.

The Edea Idea

Give the code to the soldier who sought it—first enter the 1s digit, then the 10s and 100s. Once inside, talk to Rinoa to meet with General Caraway. Follow Caraway through the streets of Deling City, eventually returning to his mansion. Once you gain control of Quistis, try to leave and Rinoa will enter. Once you gain control of Squall and Irvine, follow Caraway. Back as Quistis, return to the mansion—and find yourself trapped!

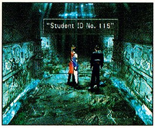
Guide Rinoa up the boxes, climbing with the examine button, to the building's roof. A long sequence with Edea unfolds. Back as Quistis, you can escape the room by taking a wineglass from the cabinet on the left and placing it into the hands of the statue.



Quistis Trepe

Quistis is a precocious teenager who teaches at the Garden. She may have harbored feelings for Squall in the past—and still may, to a degree. A natural leader, she works to keep the group together in moments of strain and stress. Extremely intelligent and focused, but emotionally uncertain of herself.

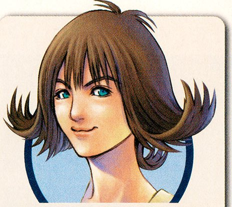
Selphie
"Irvy Kinneooo!
I'll make you happy!"



"Student ID No. 115"

Minotaur "may we join you?"

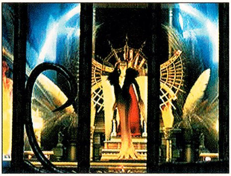
Rinoa 7
Squall 363
Irvi
456



Selphie Tilmitt

Selphie is a classic teenager, full of boundless energy—but still a quick thinker. She's not an airhead; she's just frothing over with hyperkinesia! As a transfer student from Trabia Garden, she's homesick yet eager to make new friends. Be sure to check out the Balamb Network to read this computer whiz's diary!

Head through the secret passageway to the sewers. Jump onto the waterwheel and head north; the parade begins and you regain control of Irvine and Squall. Lead the two boys up Rinoa's route to reach the lizard-lion beasts, Iguion. Be certain to Draw Carbuncle from them! They are weak against earth and strong against fire, so summon Brothers and avoid Ifrit. Draw Esuna if a party member is petrified. Once the pair is defeated, examine the previous screen's hatch. Examine the sniper rifle to regain control of Quistis.

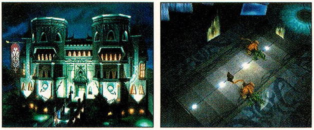


The Sewers

While navigating the sewers, you can open gates and jump onto waterwheels. Be sure to draw Life from your battles with Creeps to prepare for the long road ahead. Continue north until a cross junction, then head west. Continue west until a corner junction, then head north until a second cross junction. Head east, jumping across the two waterwheels as you go, then across two more waterwheels and south until you reach the screen from which you entered the sewers. Head east until you see the *Weapons Monthly*. You can get it by returning to the sewers on a later disc—for now, go north to reach the save point and the ladder upward. Climb up the ladder to the top floor, examine the window, and flip the switch.

The Grande Finale

Your party for the final battle of Disc 1 will be Squall, Rinoa and Irvine, so outfit them properly when the game gives you the chance. After much hullabaloo, Squall finds himself face to face with Seifer. Keep yourself healed and he shouldn't pose any sort of a challenge. Edea, on the other hand, is far more powerful: level three magic spells, intense agility, and atrociously high HP can cause great pain. Cast Double on each of your party members, then Shell everyone and use your most powerful GFs. Be aware that Edea may Dispel your magic barrier. She'll fall, but not easily. For an "easy win," have one character summon Carbuncle every round. Sorceress Edea will devote all her energy to Dispelling your Reflect status. In fact, she'll be so busy Dispelling that she'll never actually attack your party, letting the other two members clean house.



Your party will be trapped in General Caraway's mansion, leaving you to battle Iguions.

Guardians

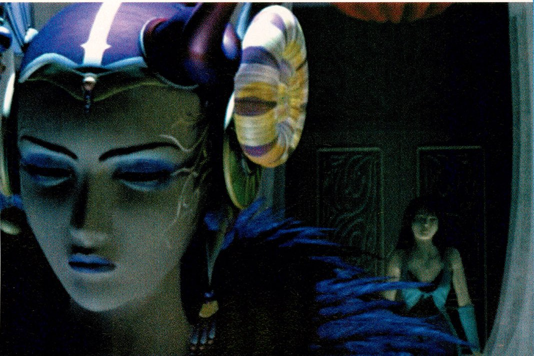
☐ Brothers

Location:	Tomb of the Unknown King
Attack:	Brotherly Love
Element:	Earth
Useful skills:	"Defend" Command, "Cover" Ability, "HP+20/40/80%" and "HP Bonus" Ability
Overview:	Their team up attack trounces ground-dwelling foes but is useless against flying opponents. "Defend" nearly eliminates damage received, while "Cover" lets a character valiantly protect a weaker ally from an enemy's blows. The HP percentage-ups can nearly double a character's HP, while HP Bonus gives the character Junctioned to Brothers an HP increase with each gained level.

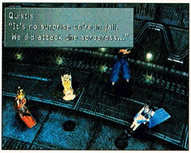
☐ Carbuncle

Location:	Draw from Iguion
Attack:	Ruby Light
Element:	N/A
Useful skills:	"Vit+20/40%" Ability, "Auto-Reflect" Ability, "Counter" Ability
Overview:	Ruby Light casts Reflect on each party member—a great opening defense against fierce magic users. As a defensive GF, Carbunkle's strength is in increasing characters' constitutions. His Vitality percent-ups can mean the difference between life and death. "Auto-Reflect" is a double-edged sword—with a permanent bounce-back, you can't cast helpful magic on your character, either. Used properly, however, it's extremely helpful. "Counter" gives an attacked character a free counter-hit.

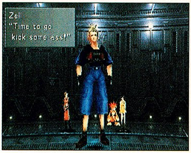
END • DISC • ONE



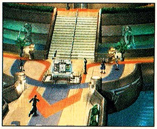
You've landed in prison for attacking the sorceress and now must organize a jailbreak.



Quistis
"It's no surprise we're in jail.
We did attack the sorceress..."



Zell
"Time to go
kick some ass!"



Winhill, Winhill, Spinning Around

Resolution of the first disc's finale has to wait—you're back with Laguna, in the town of Winhill. Talk to the young Ellone, then head to the pub next door and talk to Kiros. Exit the pub and head south. Head right at the flower shop and Draw Point, then down the slope, heading south. After the sequence at the southern tip of town, return straight north to the pub and talk with Raine. Go to your room (where you began the scenario) and examine the bed.

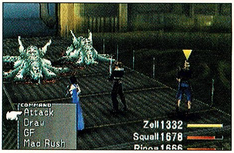
Imprisoned!

Have Zell talk to everyone, then speak with Rinoa. The game now alternates between the incarcerated party and the incarcerated Squall. After several of these cuts, Zell talks to Quistis and organizes a jailbreak. Lead him up the stairs to the eighth floor to recover your weapons. When fighting Biggs and Wedge, be sure to Draw new spells before dispatching them. Descend to the first floor to find Zell's Combat King 001, then climb to the 13th floor. Win a Card Battle against the man on the 10th floor to upgrade your Battle Meter. On the top floor, open the door on the right to rescue Squall. Take Squall, Quistis, and Selphie to the bottom floor and open the door at the end of the hallway. Lead Zell downstairs until you're reunited. Lead Squall and Rinoa's party up to the 13th floor. Lead Irvine's party down to the third floor. There is a Save Point on the sixth floor. When you regain control of Squall's party, talk to the Moomba(s), then leave by the stairs in the south. Continue until you reach the walkway. Fight the boss; lightning-based attacks work best against the robots. After defeating the trio, return and cross the walkway. Move Squall toward the green orb.

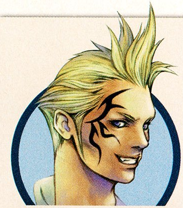
Stop, or My Missile Base Will Shoot!

After the cars stop, talk to Selphie and she'll reveal her plan. Form Squall's party. Head west with Squall's party and board the train. Drive Selphie's party to the Missile Base in the southwest of the Galbadian continent.

Enter the western bunker, examine the blue light on the west wall, and proceed through the left door. Continue past the guard at the security door and continue east until you get off the staircase. Head south, talk to the two soldiers, then return north and take the elevator. Talk to the soldiers at the missile loading dock, then return downstairs and head south to speak with the two soldiers at the overhang again. Take the stairs and return west to the security door.



Talk to the guard and enter the room. Selphie will mash on the keyboard. After you leave, keep up your disguise by choosing, "talk my way out," "we just got here," and "must be your imagination." Return to the elevator, "play it cool," and "help out." Move the missiles. Descend and examine the computer by the elevator; choose "Target," "Set Error Ratio" (set it to maximum), then "Data Upload." Continue east, defeat the guards, and examine the computers. Head north and examine the computer to activate the self-destruct mechanism; 20 minutes should suffice. Return to the exit



Zell Dincht

Brash and fiery, Zell is always aching for a fight and is ready to rumble with all who cross his path. He's not just a stupid bruiser, however; he cares deeply for his mother, his hometown of Balamb, and for his friends. If only he could get one of those infamous hot dogs!

and fight the boss. This guy is tough—use Quezacotl and lightning-based attacks in conjunction with powerful GFs. If necessary, speed up your party with "Haste." When the soldiers start the countdown, make sure your HP is full—the laser beam can take off nearly a thousand HP from a single character. Victory garners the June issue of *Weapons Monthly*. Run around in circles…is there no escape?

Garden Wing Takes Flight

Something is amiss at Balamb Garden! Travel clockwise around the first floor perimeter, fully exploring each area and neutralizing the threats. Talk to the people you save to obtain items. There is a Save Point in your dormitory. Find Xu in the lobby and follow her to the second floor. Talk to her and head to the third floor to meet with Cid. Talk to Cid three times and return to the elevator. When it jams, examine the controls, and then the hatch in the floor. Climb down the ladder quickly, before the cab restarts. Open the hatch and descend. Enemies here are weak against fire. If possible, Junction Fire magic to your "Elem-Atk-J" Junction.

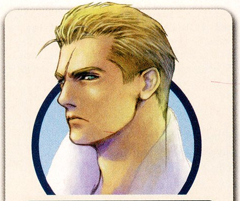
Continue through the shaft until you reach the wheel. Turn it, backtrack one room, and climb down the ladder and stairs. Head behind the column to begin a sequence; Squall must climb up the ladder alone. Examine the controls and climb back down the ladder. Examine the blinking green light tucked away in the southwest corner. Climb down, pull the lever, and fight the boss. Use Ifrit and fire-based attacks. Continue across the bridge and down the ladder. Examine the controls twice to activate the MD system.

"ThE MaStEr…WiLL BE…VeRy…AnGrY"

Head to the second floor north landing and enjoy the view. Return to the bridge. The next morning, go to the front lobby and take the elevator downstairs. Talk to Master NORG and prepare to fight. The two side orbs cycle from blue to yellow to red; when they're red, they're dangerous! Hit them with a physical attack to regress the cycle. Destroy the central shell to expose NORG. Draw Leviathan, then hit him with everything you've got. He's particularly weak against wind, so cast Aero and use powerful GFs, not neglecting to keep the side orbs in check. After defeating NORG, head to the infirmary and talk to Dr. Kadowaki and Cid. Head to the second floor north balcony and meet with White SeeD. Go to the library and meet with Ellone.

Fisherman's Horizon

Leave your dormitory the next morning. Cid makes an announcement and "parks" the Garden. Leave through the second floor north balcony. Make your way through the city, talking to townsfolk as you go, until you reach Mayor Dobe's house in the center of the amphitheater. Meet with him and his wife, Draw Ultima from the secret Draw Point on the right side of their room, then exit the stadium and follow him to the right. Continue along the tracks until you reach the soldiers. Defeat the soldiers, then fight the boss. Use Brothers, Leviathan and Quezacotl against him. Talk to Rinoa.



Seifer Almasy

Seifer is Squall's longtime rival, with the same level of ability but an extra dose of arrogance. He also has something of a romantic streak in him, a "dream" of nobly defending those in need and vanquishing those who oppose him. As the game progresses, this romantic streak turns vicious…

Guardians

☐ Leviathan

Location:	Draw from NORG in basement of Balamb Garden
Attack:	Tsunami
Element:	Water
Useful skills:	"Recovery" Command, "Auto-Potion" Ability
Overview:	Learn the "Recovery" skill immediately. This command refills a single character's hit points—or does 9999 damage to an undead creature. Absolutely invaluable. "Auto Potion" lets a character automatically use a potion when hit, lessening the cumulative damage. Best used in combination with Alexander's "Med Data" Ability.

☐ Pandemona

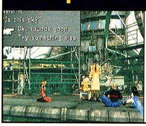
Location:	Draw from Fujin in Balamb Town
Attack:	Tornado Zone
Element:	Wind
Useful skills:	"Spd-J" Junction, "Absorb," "Spd+20/40%" Ability
Overview:	Pandemona's bizarre appearance harbors a strong, wind-based attack. Junction 100 Hastes to your Speed statistic to rocket fuel a character. The Speed percentage-ups are also useful. The "Absorb" Command drains HP from an opponent and adds it to your own life meter. "Initiative" guarantees a character's ATB bar is full when the fight begins, giving him the first strike and a distinctive edge.

☐ Cerberus

Location:	Fire Cavern
Attack:	Hell Fire
Element:	Fire
Useful skills:	"Str-J" Junction, "Str+20/40%" Ability, "Mad Rush" Command, "Ammo-RF" Menu
Overview:	Summoning Cerberus casts Double and Triple on all party members, effectively tripling your party's attacking and defensive power. He should be your first move in any boss battle. "Auto-Haste" gives one character a permanent nitro infusion, while "ST-Def-Jx4" defends you from four separate status effects. "Expendx2-1" lets you cast a spell twice for the price of one.

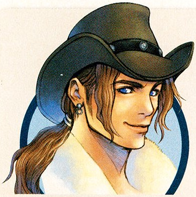
Selphie Tilmitt

Producer Extraordinaire



Selphie
"Is this ok?"
Ok, sounds good
Try something else

Each instrument has a preset "part," and not all the instruments go with each other. Choose matching instruments for a more pleasant sonic experience! Sax, Electric Guitar, Piano, and Bass Guitar form a jazzy version of Eyes on Me, while Guitar, Violin, Flute, and Tap form a snazzy folk tune. The folk tune dialogue is recommended. Choose wisely!

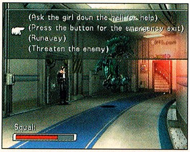


Irvine Kinneas

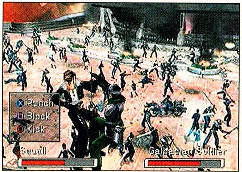
Irvine is an affable Southern gentleman and a consummate ladies' man. He heralds from Galbadia Garden, and though his sniping skills are impeccable, his confidence sometimes lacks. He's always putting the moves on the ladies—and may have eyes for a special someone in your party. He's also good at taking in a situation and "doing the right thing."

"Hey, Everybody, Let's Put on a Show!"

Return to Garden and head to the stage in the quadrangle. Meet with Selphie, then with Cid. Now it's time for a concert! Assign an instrument to each character. Once the concert begins, change the camera angle and head left to the ledge. Examine the ledge to begin a dialogue with Rinoa. The next morning, head to the bridge and talk to Nida. If you like, you can now explore the world looking for secrets and optional side-quests; all optional areas will be detailed later in the walkthrough.



(Ask the girl down the hall for help)
(Press the button for the emergency exit)
(Runaway)
(Threaten the enemy)



Join the melee that's taking place at Galbadia Garden and fight your way to the encounter with the Guardian, Cerberus.

Running in Circles

Talk to the two hotel staffs and the Galbadian soldier until Zell joins your party. Enter the town and talk to Zell's mother. Talk to the soldiers in front of the hotel and the ones at the harbor in the back of the town. Don't miss the harbor soldiers in the very back of the harbor, with the dog! Return to Zell's house and speak with everyone in the dining room. Return to the harbor and talk to the dog. Follow the dog to the train station. Head to the hotel and get ready to fight. Against Raijin and the two guards, use non-Quezacotl GFs. Against the pair, draw out Pandemona from Fujin. Cast Barrier and Shell to protect your party, and use your most powerful non-Quezacotl GFs. Concentrate your attacks on Raijin, as he is the more damaging of the duo. You'll get Combat King 002 from the battle.

Trabia Garden: The Plot Thickens

Head to Trabia Garden on the northeastern continent. Follow Selphie into the Garden. Head northeast to the cemetery, then return to the fountain. The August issue of *Weapons Monthly* is hidden on the south side of the fountain screen. Head northwest to the barracks, then right to reach a damaged control room. Examine the computer to call up Selphie's data. Return to the cemetery. Return to the barracks and head west. Examine the missile to Draw Aura. On the basketball court, talk to everyone, then try to leave. A flashback begins. Once you control the transparent Squall, head left, talk to the child, then head north into the house. Head east and then north. Go down to the beach. Talk to everyone and return to the beach. Talk to everyone again, then talk to Rinoa and form a new party.

(Oh man. This guy is sick.)

Selphie
"Squall! You big stud!"

Time to check out Selphie's head banging performance at the concert.

When Gardens Attack!

Galbadia Garden is on an island in the south; head northwest from Trabia Garden, wrapping around the world to reach it. Leave the bridge, form a party, and head to the quad. Head to the stage area and talk to Zell and Rinoa. After Squall & Co. return to the bridge, lead Zell's party west from the stage area. Now, head to the front gate and reform your party. Head for the classroom, defeat the soldiers, talk to the woman, and return to the bridge. Lead Squall to the second floor hallway and talk to the kid on the floor. After taking some hits from the soldier "look around for another option" and "press the button for the emergency exit." The easiest way to win the mini-game is to alternatively pound on the X and O keys. Also try guarding his blows until a super punch becomes available—then let him have it! Pick up Rinoa, land, and run past the warring factions. Name Griever, your ring, and enter Galbadia Garden.

The Galbadia Garden

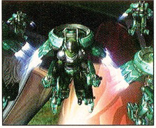
Head right from the Save Point, then head right from the hallway. Climb the stairs to the second floor, talking with Raijin and Fujin. Head west on the second floor, then enter the room on the right. Talk to the cadet to get the first Card Key. Return to the Save Point and head left. Enter the left door and cross the ice, exiting through the door on the

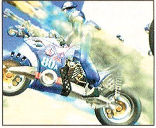
Guardians

☐ Alexander

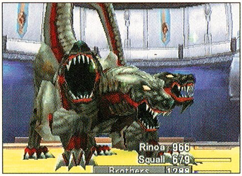
Location:	Draw from Edea at the end of Disc 2
Attack:	Holy Judgement
Element:	Holy
Useful skills:	"Revive" Command, "Elem-Defx4" Ability, "Med Data" Ability, "High Mag-RF" Menu
Overview:	Alexander is the master of recovery. His "Revive" Command works just like a Phoenix Down, restoring a deceased character to life. "High Mag-RF" helps you create those difficult-to-obtain, high-level spells. "Med Data" doubles the effects of any medicine; a Hi-Potion, for example, would restore 2000 HP instead of just 1000 HP. "Elem-Defx4" can make a character obscenely fortified. How does immunity to fire, ice, lightning and water attacks sound? Thought so.

right. (The demonic hockey players here give tons of EXP and AP and can be defeated by a single Ifrit summon; we recommend you "level up" for a bit.) Head through the door on the right and talk to the cadet for the second keycard.





Leave the room and head south twice to reach the Save Point. Return to the staircase where you found Raijin and Fujin and climb to the third floor. Open the door; jump down and cross the basketball court to the left exit. Head south until you reach Cerberus. Save in the southeast corner of the room before the battle! Immediately draw out Triple and cast it on each party member. Now, use your strongest GFs, except for Quezacotl and Pandemonium, and Triple-cast your most powerful non-wind, non-lightning spells. Haste yourselves and heal your party consistently via Regen and Cure spells.



Once you've defeated Cerberus, head west from the lobby and enter the door on the left in the hallway. Talk to the girl to get the third keycard. Return to the lobby, head north, and take the stairs on the right. Head west and take the elevator. Seifer's back, and he's far less of a pushover. Draw Haste to speed up your party. Protect Squall, as Seifer has a tendency to single him out for attack. Summon powerful GFs and he'll fall soon enough.

Head east to the large lecture hall for the climactic battle. At first, you can only fight Seifer—he's weakened, now, and easier than ever to take out. Once he's out of the way, Edea takes the forefront. Draw Alexander and summon Cerberus. Cast Shell, Regen, and Haste on all three members. If Edea casts Reflect on herself, Dispel it. Siren's "Treatment" command comes in handy if she starts silencing party members. Draw "Demi" and cast it on her to inflict massive damage. Aura-driven Limit Breaks and your best GFs are also very effective. Defeat Edea to complete the second disc.

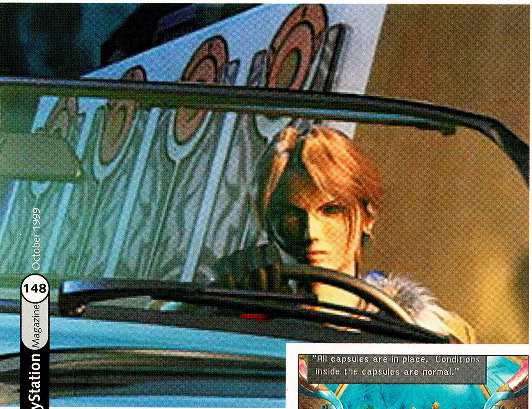
END • DISC • TWO

The Truth Revealed

Head to Edea's house and find her by the shore. Pay attention to all she has to say. Return to Balamb Garden. Pick up the July issue of *Weapons Monthly* at the Training Center—search the ground near the piles of material in the western room. Now, head to the infirmary, choose your party and return to Laguna's world...

I Used to Be in Pictures

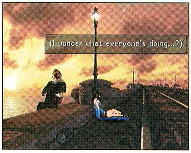
When journalism doesn't pay the bills, Mr. Loire turns to the silver screen. During the dragon dueling mini-game, defend when it rears up to strike and lash out with a quick attack when there's an opening. Make certain your party is properly equipped before you enter the battle! The Ruby Dragon is weak against Shiva (Ice) and Alexander (Holy), but strong against Pandemona (Wind) and Ifrit (Fire).



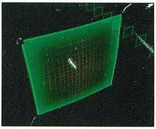
White SeeD

Return to Edea's house and speak with her. Ellone's ship is alcoved in the C-shaped island just north and east of Edea's house. Find Zone upstairs and talk to him until he asks for the *Girl Next Door* magazine; trade it for the Shiva card. Head downstairs into the main cabin, Draw Holy, and talk to the White SeeD leader. Back at Garden, head to the infirmary and talk to Rinoa.

Walk until Squall stops, then talk to Rinoa and continue walking. Talk to your friends, reform your party, and continue along the railroad tracks. Exit the tracks and enter the snowfield to the east. Climb the skeleton and head east. Draw Meteor from the hidden Draw Point and continue north across the bone bridge. Jump down and head north to the chasm. Head east to save, and then head west to meet the boss. The boss is an undead creature, so Cure spells and Leviathan's "Recovery" command will kill him almost instantly. Stock Curaga and Flare, Drawing Esuna as necessary to cure status ailments. Examine the flickering cliff face to find a mysterious passageway. Ride the elevator.



(I wonder what everyone's doing...?)



Laguna's Hard Time

Talk to the guard by the elevator on the right, then to the guard by the door on the left. Talk to the Moomba, to the man by the console, and to the Moomba once again. Once Kiros and Ward join you, outfit them with GFs. Take the elevator and sneak up the eastern staircase. Talk to the man outside, then return into the building. Get the *Weapons Monthly* first issue in the southwest corner of the room. Take the elevator down and fight the soldiers. Leave the building and enter the car.

"All capsules are in place. Conditions inside the capsules are normal."

In the new building, examine the cylindrical elevator in the middle of the room. Head north and defeat the guard. Examine the console in front of which the guard was standing, then return downstairs and head north to find Ellone.

Estharry, Starry Night

After meeting with Dr. Odine in the Presidential Palace, leave his room and head east. Take the elevator to reach the main city of Esthar. The city is enormous, and it's easy to get lost. The best way to visualize it is as two Greek Theta symbols (q) placed side-by-side and connected by a network of pathways. Explore the city, and be sure to go shopping! Exit through the gate to the south. This area's enemy encounter rate is extraordinarily high, so use Diablo's "Enc-None" ability or rent a car. Head to Tears' Point in the southeast corner of the continent and get the Solomon Ring from the base of the statue. Head north to the Lunar Gate.

Enter the Lunar Gate and follow the woman to the elevator. Choose to enter space, select your third party member, and board the lift. Back on the ground, lead Zell's party back to Esthar. Take the lift to Odine's laboratory. Go upstairs and talk to Odine. After his briefing, leave the center. Head east until you reach the central gate from which you exited the city. Head north (the path is partially obscured), then head west. Press the square button to ensure that your location matches the first target. Wait here until the 15:00 mark, then board the Pandora.

Inside the Pandora, climb the stairs to the three elevators. Descend the 01 elevator and continue north along the path until you meet the robot and are expelled.

☐ Odin

Location:	**Defeat Odin at Centra Ruins**
Attack:	**Zantetsuken**
Element:	**N/A**
Useful skills:	**N/A**
Overview:	**Odin isn't Junctioned like an ordinary GF. Instead, he randomly appears before fights to give your party victory. The frequency with which Odin appears is dependent on your characters' luck statistic.**

☐ Gilgamesh

Location:	Obtain Odin; defeat Seifer at end of Disc 3
Attack:	Zantetsuken/Masamune/ Excalibur/Excalipur
Element:	N/A
Useful skills:	N/A
Overview:	Gilgamesh helps your party in a manner similar to Odin—only Gilgy has four attacks he can unleash. Zantetsuken is Odin's instant death move, while Masamune and Excalibur both hit all foes for significant damage. Excalipur is a "joke" attack that barely damages opponents.

Space, the Final Frontier

Talk to the crew and pick Rinoa up from the off-screen foreground. Follow the crew. Win the Alexander card from Piet. Head through the north door and place Rinoa into the chamber. Go to the hallway and head north to the bridge. Examine the monitor, then leave and climb the south stairs. Talk to the stargazing women. Continue south to find Ellone. Win the Laguna card from her. Talk to her and return to Rinoa's room. Talk to Rinoa in the hallway and follow her to the bridge. Talk to her on the bridge and examine the console.

Head up the stairs to the locker room on the east side of the hallway. Watch Rinoa leave through the airlock, then don a spacesuit from the locker and follow. Continue following Rinoa until the airlock door closes, then return to the bridge. Talk to Piet, talk to Ellone, and head right to the escape pod. Talk to Ellone. The ensuing mini-game is from a first-person perspective. Position the character in the center of the screen and press X to engage your thrusters.

Roll Over Nostromo Ragnarok to the Rescue

Aliens have infested the Ragnarok. To ensure they stay dead, kill them in similarly colored pairs. If you move quickly enough through the rooms, you can avoid battles with the "incorrect" monsters. A Save Point can be found down the first staircase, through a small door on the right side of the back wall. Once all the pairs are dead (this can be a pain, but persevere), take the elevator to the bridge. After a long musical number, the Ragnarok lands and Rinoa leaves. Reboard the Ragnarok and head to the computer room; talk to everyone and Selphie starts piloting.

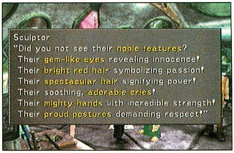
Did You Know...?

... that Ragnarok has an autopilot function? Select a location on the large world map to find yourself instantly whisked towards your destination. Throw that compass away and let space age technology do the driving!

Time to Save Rinoa

Pilot Ragnarok to the Esthar Sorceress Memorial. Enter the memorial and talk to the scientists. Head west to free Rinoa. Leave the building and head to Edea's house. Follow Angelo west to the field and talk with Rinoa. Leave the house, speak with Edea and head to Esthar. Once in Esthar, head north till you reach the broken lifter, then west to the Presidential Palace. Take the elevator and head west to reach the President. Speak to him and hear everything he has to say—be sure to ask him how he got there! Before heading to the Lunatic Pandora, you may want to complete some of the many available sidequests.

RISTORANTE
Hotel

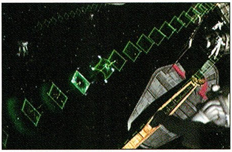


Sculptor
"Did you not see their noble features?
Their gem-like eyes revealing innocence!
Their bright red hair symbolizing passion!
Their spectacular hair signifying power!
Their soothing, adorable cries!
Their mighty hands with incredible strength!
Their proud postures demanding respect!"

Speak with the sculptor to come to the aid of the Moombas.

A Completist's Dream: Shumi Village

The village is found on the northernmost continent. Draw Ultima for a fee, if you like, then take the elevator and make your way to the westernmost house. Examine the statue, talk to Sculptor, then leave and head east to the house of the Village Elder—a Moomba is in front of the door). After talking to the leader, return to Sculptor and agree to help. Seek out the five stones scattered around Shumi village; when Squall is near a stone, he'll go "Huh…?" so examine those areas carefully. After finding each stone, deliver it to Sculptor and get your next assignment. The blue stone is in the large blue stone in the statue room. The wind stone is found in the pile of rocks on the first screen of the village, near the hotel. The life stone is found up the tree in front of the village elder's house. The shadow stone is in a shadow behind a pillar on the right side of the screen where you Draw Ultima. The water stone is found in Artisan's sink—his house is just east of the statue building. After you return all five stones, head to the chief's house to be rewarded with the Phoenix Pinion. Using it in battle simultaneously deals massive Fire Damage to your opponent and resurrects any deceased party members.



Acquire a variety of special attacks to hammer the opposition late in the game.

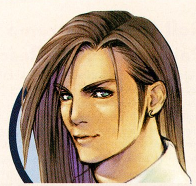
Centra Ruins

The Centra Ruins are a large, double-pyramid structure in the northeast part of the Centra continent. Get all your characters' HP to critical status, then equip Diablos' "Enc-None" ability and enter. When the stairs split, go right. Examine the stone block in the center of the room to ascend. Take the ladder on the left and examine the orb. Climb down the ladder and examine the second orb to reveal a staircase. After climbing the stairs, take the first ladder on the left and take the left eye from the statue. Climb down the ladder and up the stairs on the right. Put the eye in the statue to gain the password. Take both eyes and return to the first statue. Put both eyes in the first statue and enter the password, top to bottom. Now, go through the open door and fight Odin.

Odin won't attack your party, so don't worry about defending or curing. Just beat him before the timer hits zero! Stock Triple until each character has 100 uses, then unleash your party's Limit Breaks (you did keep your HP in the critical zone, right?) He should fall easily.

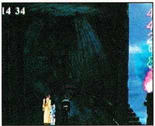
Doomtrain

Combine the Solomon Ring from Tears' Point with the right items to summon and obtain the GF Doomtrain. The first element you need is six Remedy+. Remedies are sold in most shops; convert 60 Remedies into six Remedy+ with Alexander's "Med Lev Up" Menu. You'll also need six Steel Pipes; these can be stolen from the gorilla-like Wendigos southeast of Deling City. Find them in the triangular region bordered by two railroad tracks and a paved road. The final element is six Malboro Tentacles. These can be either stolen or won from the fiendishly difficult Malboros found on the Island Closest to Heaven. Give a character "Initiative," "Mug," "Auto-Haste," and "Spd+40%." With luck, you can get a plundering attempt or three in before the Malboro unleashes its debilitating Bad Breath attack.

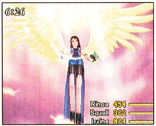


Laguna Loire

Laguna is a soldier in the Galbadian army, but he'd rather be doing something more ordinary—such as journalism. He's a very down-to-earth and likeable guy, and he's always looking out for others and willing to lend a hand



7832
9999
Rinoa 6421
Squall 323
Irvine 9275



Tonberry

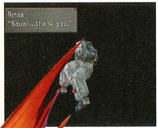
Now that the time limit is no longer in effect, return to Centra Ruins. Meet and fight with Tonberrys near the entrance. They're tough, but persevere: Diablos and strong physical attacks are your best bet. Be sure you can revive deceased party members, as Tonberry is fond of killing your friends. Defeat 20 Tonberrys, and don't neglect to save between battles. The 20th victory leads straight into a fight with the Tonberry King. Diablos work well, as do Double and Triple casts of powerful spells. If you've got Aura, flaunt it! Defeat him to earn the Tonberry GF. (Aside: Be sure to Ammo-RF all your Chef's Knives into powerful AP ammo.)

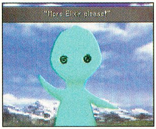
Cactaur

In the southeast of the world, there's a small desert where a cactus pops in and out of the ground. This island is home to Cactaurs: small, shy cactus creatures who give you 20 AP apiece. Fighting them can net you up to 60 AP in a single battle—you'll learn those high-priced GF skills in no time! But you need to be fast and have a high hit percentage: Cactaur is notoriously flighty.

Make contact with the large cactus to fight the fearsome Jumbo Cactaur. This guy isn't too difficult, but he has a WHOLE LOT of energy. Draw Meltdown and cast it on him. Jumbo Cactaur is weak against water, so Junction 100x Water to your "Elem-Atk" Junction and summon Leviathan and Shiva. Cast Aura on Squall and Irvine. If Squall has Lionheart, hope he uses the Lion Heart Limit Break. Meanwhile, Irvine should pump Jumbo Cactaur full of AP Ammo. Make sure every character is capable of reviving and revivifying lost comrades. After a long and protracted battle, victory—and the Cactaur GF—will be yours.

"I...I'm sorry."
COMMAND
Attack
Magic
Draw
GF
Rinoa 4497
Squall 759
Irvine 4548


Rinoa
"Squall...thank you."


"More Elixir please!"

☐ Cactaur

Location:	Defeat Jumbo Cactaur on Cactaur Island
Attack:	1,000 Needles
Element:	None
Useful skills:	"Eva-J" and "Luck-J" Junction, "Luck+50%" Ability, Bonus Abilities
Overview:	Cactaur's damage strength is equal to the tens digit of his level multiplied by one thousand. For example, a level 47 Cactaur would deal out 4 X 1000=4000 HP in damage. Cactaur is the only GF that can increase your Evasion and Luck statistics, making him useful for the game's "intangible" benefits. Cactaur joins with innate knowledge of several "Bonuses," helping savvy players pump critical attributes.

☐ Doomtrain

Location:	Combine Solomon's Ring with 6x Remedy+, 6x Steel Pipes, 6x Malboro Tentacles
Attack:	Runaway Train
Element:	Poison plus all Status Ailments
Useful skills:	ST/Elem-Atk/Def Junctions, "Auto-Shell" Ability
Overview:	Summoning Doomtrain afflicts foes with a wide variety of status ailments. That is to say, all of them. His "ST-Atk-J," "Elem-Atk-J," "Elem-Defx4," and "ST-Def-Jx4" Junctions are all invaluable. "Auto-Shell" protects a character from magic attacks.

☐ Tonberry

Location:	Defeat 20 Tonberrys and Tonberry King at the Centra Ruins
Attack:	Chef's Knife
Element:	None
Useful skills:	"LV Up/ LVDown" Command, "Haggle" Menu, "Sell-High" Menu, "Familiar" Menu.
Overview:	"LV Up" makes for a harder battle and more experience; "LV Down" weakens your foes and helps you win. "Haggle" makes merchants sell new items for less, while "Sell-High" makes merchants give you more for used equipment. "Familiar" causes merchants to expand their inventories to include previously unavailable items.

Guardians

☐ Eden

Location:	Draw from Ultima Weapon at Deep Sea Research Center
Attack:	Eternal Breath
Element:	None
Useful skills:	"Devour" Command, "Expendx3-1" Ability, "GFAbl Med-RF" Menu
Overview:	Eden shatters the 9999 barrier, potentially dealing nearly 40,000 points of damage to foes. The "Devour" Command has a low success rate, but if it connects can instantly kill any foe. "Expendx3-1" lets a character cast a spell three times for the price of one. "GFAbl Med-RF" lets you create items that teach your GFs useful skills.

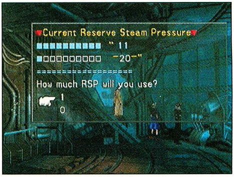
Deep-Sea Research Center

This submerged research facility in the southwest corner of the world map is filled with fire creatures, so Junction Blizzaga to your Elemental Attack and Firaga to your Elemental Defense. Stay still when the light rotates and move when the light is dimmed. Examine the front of the light source. Choose the first option for the first question and the second option for the second question. For the third question, choose the secret, invisible third option to fight Bahamut. Use Aura, GFs, and Triple magic casting to dish out the damage. Draw out Curaga or Full-Life to restore your party.

Return to Deep-Sea Research Center

After obtaining Bahamut and returning to the Ragnarok cockpit, there's still more to be found. Return to the island with Zell and descend into the now-accessible depths. Use the proper number of steam blocks on each floor: 4, 2, 2, 1, and 1 blocks. Have Zell operate the machine to open the door, then continue down, down, down. Equip Diablos' "Enc-None" Ability to reduce, if not eliminate, enemy encounters. These are some of the toughest battles in the game, so make sure your party is prepared. There is a secret Save Point next to the machine on the bottom floor! You should still have 10 blocks of energy remaining; operate the machine to fight the Ultima Weapon.

Draw out the final and most powerful GF, Eden. Use Cerberus to Double and Triple your party. Cast Regen, Shell, and Barrier on all three members. Draw Demi from the boss and cast it for massive damage. Aura and your best GFs are most effective. Make sure that each character has some way to revive a friend taken out by the Ultima Beam—that burning sensation you feel is 9998 HP of damage. Success will be yours!

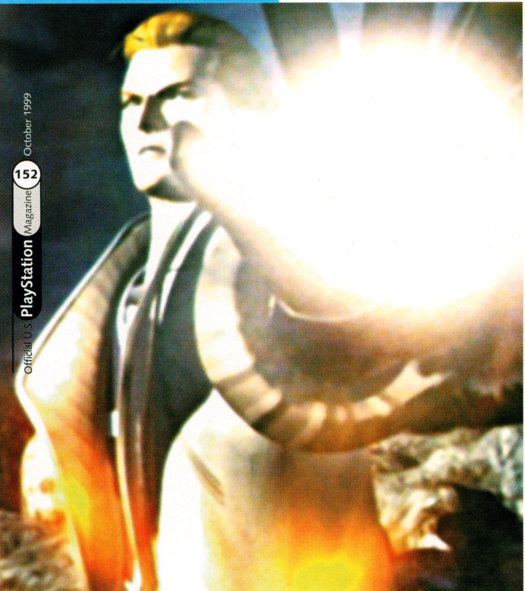


♥Current Reserve Steam Pressure♥
■■■■■■■■■■ " 11
■□□□□□□□□□ -20-"
==================
How much RSP will you use?
1
0

You'll need to use the proper number of steam blocks to move on.

Islands Closest to Hell and Heaven

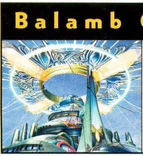
The westernmost and easternmost islands on the world map are littered with dozens of hidden, high-powered draw spells. They're also littered with the most difficult random encounters the game has to offer. Equip Diablos' "Enc-None" ability to clean up on Draw Points. Fight the enemies to clean up on experience—sometimes over 2000 EXP in a single battle! Odin's deus ex machina nature can come in handy.



Ward Zabac

Big fellow, salt-of-the-earth, and very dependable. His warm-heartedness and boisterousness is often a foil to Kiros' calculating nature. Something of the silent type.

Balamb Garden Is Wired

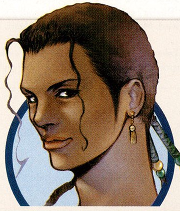


Return to the second-floor homeroom periodically to check up on the Balamb Garden Network. Selphie keeps her online diary up-to-date with her perspective on the party's goings on. There's also a public bulletin board and Selphie's own shrine devoted to "Sir Laguna." This is where all those Timber Maniacs you read end up! While absolutely optional, the virtual web sites make for some interesting reading.

Chocobo and PocketStation

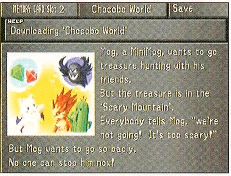
Catch and name a Chocobo at a Chocobo forest by isolating a single Chicobo. Now, use the Gysahl Greens in battle. Your favorite bird friend to the rescue! If you have an imported PocketStation, you can move your Chicobo into the "Chocobo World" mini-game. Manuever your Chocobo around the map toward the "event" squares. When you meet an enemy, alternatively hit left and right to increase the speed of your ATB. A well-balanced weapon is better than a lopsided one. Cactaur's items are converted to booty when Chicobo returns to the game.

The higher your level, the more likely you will successfully rescue Mog at an event square. Rescuing Mog nets you the Mog's Armlet. This item gives a GF the "MiniMog" Command; when used in battle, Mog will partially restore the HP of all Junctioned GFs. When Chocobo reaches Level 50, he evolves and his in-game attack becomes more powerful. Chocobo evolves again at Level 100.



Kiros Seagull

Kiros is a dutiful soldier with a serious personality. But he's not above letting out a few deadpan riffs when Laguna deserves them.

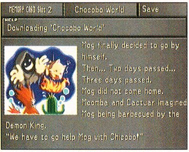


MEMORY CARD Slot 2 | Chocobo World | Save

HELP

Downloading 'Chocobo World'

Mog, a MiniMog, wants to go treasure hunting with his friends.
But the treasure is in the 'Scary Mountain'.
Everybody tells Mog, "We're not going! It's too scary!"
But Mog wants to go so badly.
No one can stop him now!

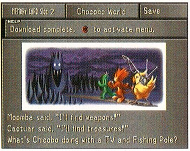


MEMORY CARD Slot 2 | Chocobo World | Save

HELP

Downloading 'Chocobo World'

Mog finally decided to go by himself.
Then... Two days passed...
Three days passed.
Mog did not come home.
Moomba and Cactuar imagined Mog being barbecued by the Demon King.
"We have to go help Mog with Chicobo!"



MEMORY CARD Slot 2 | Chocobo World | Save

HELP

Download complete. ● to activate menu.

Moomba said, "I'll find weapons!"
Cactuar said, "I'll find treasures!"
What's Chicobo doing with a TV and Fishing Pole?

Guardians

☐ Bahamut

Location:	Defeat Bahamut at Deep Sea Research Center
Attack:	Mega Flare
Element:	None
Useful skills:	Ability x4, "Str+60%" Ability, "Mag+60%" Ability, "Rare Item" Ability, "Auto-Protect" Ability
Overview:	Bahamut's powerful non-elemental attack makes him an ideal GF to summon against nearly any foe. While he shares many useful abilities (such as "Mug") with other GFs, his unique skills put him in a class of his own. "Ability x4" turns one lucky character into a powerhouse. "Rare Item" makes collecting those difficult-to-find weapon ingredients far less of a chore. And "Auto-Protect" gives a character an innate Barrier, effectively doubling their resistance to physical attacks. Whoever receives Bahamut's powers becomes an unstoppable force.

☐ Siren

Location:	Draw from Elvoret, boss of Dollet assault scenario
Attack:	Silent Voice
Element:	Non-elemental with Silence status effect
Useful skills:	"Treatment" Command, ST-Atk-J Junction, "Move-Find" Party
Overview:	Siren's forte is in quickly silencing a large group of foes. "Treatment" cures any status ailments and can be used even when your character is Silenced—invaluable for opponents that mute an entire party at once. "ST-Def-J" Junctions are helpful, but "ST-Atk-J" is invaluable: Junction a large number of any Status spell in this slot, and most physical strikes will be accompanied by a "free" casting of that spell that almost always connects—even against powerful enemies and bosses. "Move-Find" reveals invisible Save and Draw Points—often the only place to find the greatest spells.

Junction

☐ How to Junction the Best Function

What are the best spells to Junction to an attribute? Here are the top four candidates for each statistic; the number is the amount by which 100 Junctioned uses of the spell increases the statistic. Distribute your spells wisely!

HP J:	Ultima	6000
	Full-Life	4800
	Meteor	4600
	Holy	3800
POWER J:	Ultima	100
	Meteor	75
	Aura	70
	Triple	70
DEFENSE J:	Ultima	82
	Full-Life	80
	Meltdown	80
	Regen	70
MAGIC POWER J:	Ultima	100
	Triple	70
	Pain	60
	Meteor	52
SPIRIT J:	Ultima	95
	Full-Life	85
	Reflect	72
	Curaga	65
SPEED J:	Triple	70
	Ultima	60
	Haste	60
	Stop	48
EVASION J:	Ultima	60
	Triple	40
	Tornado	32
	Meteor	30
ACCURACY J:	Triple	150
	Ultima	60
	Aura	50
	Double	40
LUCK J:	Ultima	60
	Aura	40
	Pain	40
	Death	38

☐ Recommended Junctions

HP:	Full-Life
Power:	Ultima or Meteor
Defense:	Meltdown
Magic Power:	Ultima or Triple
Spirit:	Reflect
Speed:	Triple or Haste
Evasion:	Tornado
Accuracy:	Aura
Luck:	Pain

Omega Weapon

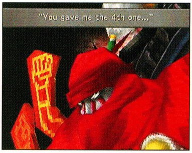
Looking for a real challenge? Omega Weapon is for you. Before fighting Omega Weapon, make sure your party is prepared. Give every character in your party 9999 HP. Junction 100 Death spells to all characters' Status resistance. Get a lot of Hero medicine (if necessary, "Card Mod" Laguna's card). Give characters "Initiative," "Auto-Haste," Spd-J Junctions, and Spd+percentage Abilities. "Revive" and "Recover" commands are a must. Make sure Squall has Lion Heart.

Take your "real" party to the party exchange spot before the fountain. Your "dummy" party should descend into the cellar in the room below the chandelier. Pull the string in the bottom left of the screen. Switch back to the real party and take your party north. Enter the battle, cast Aura on Squall and Irvine, and then use the Hero Drink on your party to render them impervious to attacks. Keep casting Aura and using Hero Drinks to keep your party in prime fighting condition. Revive and Recover deceased characters. Learn his timing, then summon GFs right before his deadly Omega Flare. Have Irvine pound bullets into him, and hope that Squall's Lion Heart continually connects. Good luck!

Open the Lunatic Pandora Box

Complete all desired sidequests before entering the Lunatic Pandora. Fly the Ragnarok to the Lunatic Pandora now hovering over Tears' Point. You'll immediately fight Raijin and Fujin. Draw Full-Life from the pair and then deal with them as you did before—only this time, Bahamut is useful as a non-elemental GF, while Doomtrain can afflict them with a variety of status ailments. After defeating the duo, head north and hang a left. Talk to Biggs and Wedge then enter the tunnel on the left. After leaving the 02 Elevator, take the 01 Elevator and follow the path to where you were previously ejected. This time, you fight. Have Thundraga Junctioned to your attacks and summon Quezacotl. Cerberus is a must, as his attacks can reduce your entire party to a single hit point apiece and you'll need to heal quickly. Continue past him to reach Seifer. Draw Aura repeatedly; this is your only chance to stock up on this invaluable spell. To repeat: STOCK AURA. When you get tired of stockpiling, cast Aura on yourself and make mincemeat of the poor boy.

Squall
"We've come to take back Ellone."



"You gave me the 4th one..."

END • DISC • THREE

Let Me Read Your Aura

Aura lets a character instantly access his or her desperation attack. This means characters can unlock their uber-powerful techniques while keeping their HP high—a useful spell, to say the least. But who's the most deserving recipient? Here's a ranking of the most suitable Aura targets:

1) Squall - He always hits for a decent amount of damage, but his randomized "finishing" moves are where he really shines. His final weapon, the Lionheart, unlocks the "Lion Heart" Limit Break—a doozy that hits for upwards of 180,000 HP of damage!

2) Irvine - Give him good bullets and watch him thrive. Fast Ammo pummels an opponent relentlessly, while the slow-firing AP Ammo bullets hit for 9999 HP of damage. The rare Pulse Ammo does both.

3) Quistis - She's only as good as the skills you teach her, but some—like the ridiculously defensive Mighty Guard—give you instant advantages you can't find anywhere else.

4) Zell - Take the time to memorize his moves and the way they link. With nimble fingers, you can string them together for masive damage.

5) Selphie - Her Slot is mostly a crapshoot, and you'll probably spend more time cycling than you do casting. But some skills, such as Full Cure, Wall, and the apocalyptic The End, are well worth spinning for.

6) Rinoa - Even after she's learned every Angelo skill, Rinoa is mostly worthless. Later in the game, she gains some value with Angel Wing. This skill turns her into a berserker sorceress that casts random, don't-have-to-be-stocked spells for five times the usual damage.

It's in the Cards...

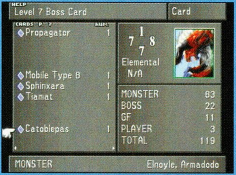
How Rules Are Transferred

Imagine that you play a card game in Area A and learn a new card rule. When you play a game in Area B, an area without this new rule, the opponent may suggest you use a combination of Area A's and B's rules. If you like the rules used in the other area (say yes) you will play a game with a combination of the two areas' rules, and it is possible that Area A's rules will become "default" rules for Area B. If you don't want Area A's rules to "spread" into Area B, repeatedly reply "No" when asked to combine rules. Eventually, the player suggests a card game without rule combinations. Try to keep the "Random" rule from spreading, as it makes card battles impossible!

Card Club

CC members can be found around Balamb Garden; win at least 15 card battles within Balamb Garden proper and CC members will begin to reveal themselves. Defeat them in the following order:

CC Jack: Randomly appears in front of the directory in the main lobby.
CC Joker: Sells items on a plank inside the training facility. Randomly uses Leviathan.
CC Club: Appears randomly outside of dorm.
CC Diamond: Two-girl team in front of directory map in main lobby.
CC Spade: The man who gave you your seven-card starter pack, on second floor walkway.
CC Heart: It's Xu! Find her on the bridge. Randomly uses Carbuncle.
CC King: "Card" talk to Dr. Kadowaki. Now, the King sometimes appears when you stay in Squall's dormitory. Randomly uses Gilgamesh.



HELP
Level 7 Boss Card
Card
CARDS P. 7 NUM.
Propagator 1
Mobile Type 8 1
Sphinxara 1
Tiamat 1
Catoblepas 1
1
7 8
7
Elemental
N/A
MONSTER 83
BOSS 22
GF 11
PLAYER 3
TOTAL 119
MONSTER Elnoyle, Armadodo

The Queen of Cards

The Queen of Cards quests can be a nightmare; it's highly recommended you wait and complete your collection on Disc 4. But for the more masochistic out there, here's an explanation anyways. Lose or win a rare card to the queen and seek her out around the world. Once she arrives at Dollet, she begins a quest. Lose to her a rare card of her choosing, then chase her around the world until she returns to Dollet once more. Now she will reveal the location of a rare card. Don't think you can just go find the card because you know where it's located—you have to have the Queen's "go ahead," first. The cards to lose and win are as follows:

1. MiniMog -> Kiros, from man in black suit in Deling City shopping area
2. Sacred -> Irvine, from Fisherman Harbor's mayor's wife Flo.
3. Chicobo -> Fat Chocobo, from man on bench outside Balamb Garden library
4. Alexander -> Doomtrain, from Timber pub bartender
5. Doomtrain -> Phoenix, from Esthar President's assistant

"Intentionally" lost cards can be recovered from the Queen's son in the casino in Dollet. Other cards lost to the Queen can be won back from her personally.

Cards on Disc Four

If you want to obtain all the cards, be certain to complete the Card Club quest before the end of the third disc! On Disc 4; the Card Club will accompany you onto Ragnarok and their playing arsenal will be upgraded to include level 7-8 cards.

The Card Queen will move to the southwest peninsula of Esthar. Battle her to win level 9-10 cards.

PuPu Card

There is a single extremely rare card that must be obtained on Disc 3: the PuPu card. First, equip Diablos' "Enc-None" Ability and search for the four UFO sites around the world. Enter the locations on foot; your party will enter an "empty" battle and watch a UFO pass by. The locations are:

1. Outside of Winhill town.
2. Mandy Beach, just northeast of the town of Timber.
3. Heath Peninsula, an island east of Trabia Garden, just past a long, beachy peninsula.
4. Kashkabald Desert, the large sandy region southeast of Centra continent.

After sighting all four UFOs, fly the Ragnarok to the rocky cliffs above the Chocobo Shrine in the northeast. Land, encounter a UFO, and defeat it. Finally, head to the crater where Balamb Garden used to be and encounter PuPu. Use the "Item" command to feed him five Elixirs and be rewarded with the PuPu card. Even though it's level 5, it's perhaps the hardest card to obtain in the entire game!

☐ Rare Card Locations

Some cards take more work to obtain than others; be sure to check the sections on the Card Club and Queen of Cards. Here are the locations for every single "rare" (level 8-10) card in the game:

Level 5

PuPu:	**See "PuPu Card" section.**

Level 8

Fat Chocobo:	**Man in front of Balamb library on bench. (Queen of Cards quest)**
Angelo:	**Watts of the Forest Owls.**
Gilgamesh:	**CC King.**
MiniMog:	**Boy running laps around first-floor Balamb Garden**
Chicobo:	**Successfully summon large chocobo at all six chocobo forests; proceed to Chocobo Shrine.**
Quezacotl:	**F.H. Mayor Dobe.**
Shiva:	**Trade *Girl Next Door* magazine to Zone.**
Ifrit:	**Defeat Ifrit.**
Siren:	**Card Master on second floor of Dollet pub.**
Secret:	**Defeat Brothers.**
Minotaur:	**Defeat Brothers.**

Level 9

Carbunkle:	**CC Heart.**
Diablos:	**Defeat Diablos.**
Leviathan:	**CC Joker.**
Odin:	**Defeat Odin.**
Pandemona:	**Zell's next-door neighbors.**
Cerberus:	**Defeat Cerberus.**
Alexander:	**Piet in Lunarside Base.**
Phoenix:	**Esthar presidential assistant (Queen of Cards quest)**
Bahamut:	**Defeat Bahamut.**
Doomtrain:	**Timber pub bartender (Queen of Cards quest)**
Eden:	**Defeat Ultima Weapon.**

Level 10

Ward:	**Dr. Odine in Esthar.**
Kiros:	**Man in black suit in Deling City shopping area (Queen of Cards quest)**
Laguna:	**Ellone in Lunarside Base.**
Selphie:	**Selphie's best friend in Trabia Garden.**
Quistis:	**"Trepe Fan Club" members in Balamb Garden.**
Irvine:	**Flo, F.H. mayor's wife (Queen of Cards quest)**
Zell:	**Mrs. Dincht in Balamb town.**
Rinoa:	**Lose Ifrit card to General Caraway in Deling City. Win Ifrit back from Martine in F.H.**
Edea:	**Edea at Edea's house.**
Seifer:	**Cid at Edea's house.**
Squall:	**Laguna at Esthar.**

Ragnarok

☐ Ragnarok Revisited

Enter the door closest to the castle and arrive in a forest. Head to the northwest of the forest to receive a free Chocobo. Ride the Chocobo south along the shallow shores of Esthar until you reach the Centra continent. The Ragnarok can be found in the deserts just west of Cactaur Island (it will show up on your world map as a red dot). Enter the gateway near the ship to return to the castle.

Returning to Ragnarok gives you more than just increased mobility. Card Club members will find that their CC brethren have come along for the ride. Moreover, the CC is now packing even rare, one-of-a-kind cards found only under special conditions on previous discs. Complete your collection!

Adel

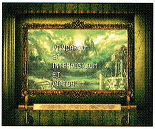
Form a new party and head south from where you fought Seifer. Climb the first ladder, the pinion, and continue right along the ledge to the right to meet Adel. Most of your GFs and powerful spells are right out as you can't risk damaging Rinoa. Use physical attacks and targeted spells to damage Adel; toss Rinoa a Cure spell from time to time.

The first Save Point is real, but the rest are fakes. You'll now fight a long, continuous battle against a number of witches. The "decoy" witches have only a few thousand HP apiece. The final form—you'll know it when you reach it—poses a slightly greater challenge. She can hit party members for slightly over 1000 HP in damage, so don't let your HP drop. When her countdown starts, either kill her quickly or Shell and Cure your party—an Ultima blast is on the way.

Ultimecia's Castle

The entrance to the castle is on the beach: climb the chain to the entrance. Ultimecia has used her great power to seal off your various abilities, and you'll need to earn them back, one at a time. While this walkthrough is written from the perspective of a single run-through, it is strongly recommended that you save your game outside the castle after each victory. Junction powerful magic to your strength and make sure your party is fully healed. The first boss, Sphinxara, is waiting in the middle of the main hall. Continually attack him, and unlock the Magic command.

After defeating Adel, solve puzzles as you explore Ultimecia's expansive castle.



Head up the stairs to the right, then continue right through the door. Head down the stairs and north to reach the art gallery. Examine all of the paintings on the first and second floor walls before examining the large painting on the first floor west wall. Enter the names that contain the Roman numerals at which the floor clock's hands are pointing: VIVIDARIUM, INTERVIGILIUM and VIATOR. Trauma is weak against air attacks, so cast Tornado if you have it. Unlock the Draw command.

Quistis 4238
Squall 7523
Irvine 6617

Continue north through the first floor of the gallery and descend the stairs to the basement armory. Enter the door on the left, take the Prison Key, and fight the boss. Red Giant's defense is extraordinarily high, so Gravity-based attacks are your only hope. Draw "Demi" and cast it against him. Unlock the GF Command.

Return to the main hall and head through the north door. Walk across the chandelier and it will fall. Open the battered hatch and enter the basement. Junction Firaga to your attack and Thunderga to your defense. With the proper Junctions, this guy isn't even remotely challenging. Unlock the Resurrection ability.

Leave the cellar and head north. Continue north past the fountain and up the stairs to the right of the organ. Cross the bridge until the key falls. Backtrack to the room with the bent hatch and head west to reach the main hall. Continue east across the great hall and through the art gallery, returning to the basement armory. Find the Armory Key in the river and unlock the door on the east side of the basement. Gargantua is weak against Holy attacks. Unlock the Limit Break ability.

Now, you'll need two simultaneous parties: A fully equipped "real" party for fighting and a "dummy" party for flipping switches. The "dummy" party just needs Diablos and his "Enc-None" Ability. Lead the "dummy" party up the stairs of the main hall and through the door on the left. Continue along the path until you reach the elevator's green "party exchange" circle. Lead the "real" party up the left staircase above the armory and walk west to the second elevator. (If the elevator doesn't

move, you need to return to the gallery and examine all of the paintings.) Take the "dummy" party west to find the Floodgate Key; then, have them brought to the basement armory. Examine the handle to the right of the prison door to drain the water. Return to the fountain on the west side, just before the organ, and take the Floodgate Key. Head south to the "party exchange" circle and switch back to the "real" party.

Take the "real" party south from the elevator room. In the hallway with the flickering light, open the obscured door on the left. All four coffins must be open to fight the boss. If the chests are labeled 1-4 from left to right, examine them: 3, 1, 4, 2. Catoblepas is weak against earth and water and can absorb lightning. Keep Thundraga as your "Elem-Def" and summon Brothers, Shiva and Leviathan. Unlock Command Abilities.

Travel back to the main hall and take the north door. Have your "dummy" party throw the switch in the room below the chandelier (the room with the bent hatch) by standing in the "party exchange" circle. Cross the chandelier. The boss can dish out massive damage, so Leviathan's "Recovery" command is very helpful. Be prepared for an "Ultima" blast just before he dies. Unlock the Item command.

Return to the room with the organ. Climb the stairs on the right, cross the bridge, and enter the door on the left. Climb the tower until you reach the giant pendulum. Jump on it and swing across the gap to meet the Tiamat. Summon Cerberus and cast Shell and Regen on everyone immediately—undefended, Dark Flare can do upward of 7500 HP of damage! Use triple Flare, Meteo, and Ultima and cast Aura on Squall and Irvine. Unlock the Save ability.

Continue along the spiral path, traversing the clock hands and descending the ladders. Save your game at the final save point and open the door.

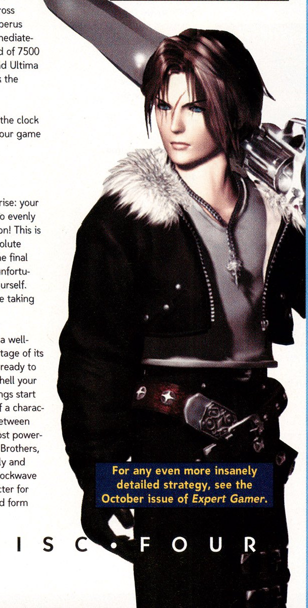
Ultimecia

The battle begins with an unpleasant surprise: your party is randomly selected. You could try to evenly distribute your GFs and spells...but come on! This is the last boss, and you want to be your absolute fighting best. Outfit three characters for the final Armageddon. If one of the other three is unfortunate enough to show up, take them out yourself. Another, more suitable character should be taking their place almost immediately.

The first form can be easily dispatched by a well-placed Aura blast from Squall. Take advantage of its relative easiness to get your desired party ready to fight. Summon Cerberus and Regen and Shell your entire party. The second form is where things start heating up. Ultimecia can nullify all uses of a character's spell, so distribute important spells between two or more members. Triple-cast your most powerful attack spells and use all GFs except for Brothers, Doomtrain and Diablos. Cast Aura wantonly and indiscriminately. The second form casts Shockwave Phasor upon death, damaging each character for more than 6000 HP. Be prepared. The third form can hit your entire party for 2000-3000 HP at a ti so triple Curega is a must. Continue using powerfu spells and Aura.

The final form has the most powerful attack of all: Hell's Judgment. This deathly blast will send every character's energy plummeting to a miserable 1 H Use Leviathan's "Recovery" and Curaga to stay afloat. Triple-casted magic and Aura are again the order of the day. When the form uses "Draw Apocalypse" on itself, that's your clue to do two things. First, get your HP at the max and your Shel ready, because 7,000 HP of hurt is coming your way. Second, your party can now temporarily draw and stock the secret Apocalypse spell itself! Triple Apocalypse will teach Ultimecia a world of hurt. After a long and arduous battle, victory will be yours. Enjoy the stunning FMV conclusion.

Irvine 8071
Squall 8388
Rinoa 7292



For any even more insanely detailed strategy, see the October issue of *Expert Gamer*.

END • DISC • FOUR

☐ Weapon Upgrading

If you don't have all the issues of *Weapons Monthly*, acquire Tonberry's "Familiar" Menu and purchase missing magazines from Esthar. To upgrade to the best weapons, you need rare items. Make sure your party has the "Mug" Ability and Bahamut's "Rare Item" Ability. You can sometimes "Card Mod" rare cards into these items, but then the card is lost—you must decide if the sacrifice is worth it. Be certain to get Squall's Lionheart—his final limit break is by far the most powerful attack in the game. Happy hunting!

Squall's Lionheart

1x Adamantine - win from Adamantoise turtles on the shores of Long Horn Island, north of Galbadia
4x Dragon Fang - win from Blue Dragons on Island Closest to Hell
12x Pulse Ammo - win 2x Energy Crystal (see Rinoa); use "Ammo-RF" Menu to convert to 20x Pulse Ammo

Zell's Ehrgeiz

1x Adamantine - see Squall
4x Dragon Skin - defeat T-Rexaur or steal from or defeat Blue Dragon on Island Closest to Hell. T-Rexaur is also found in Training Facilities
1x Fury Fragment - win from Blue Dragon on Island Closest to Hell

Rinoa's Shooting Star

2x Windmill - steal from Thrustaevis in Great Plains of Galbadia (see Doomtrain section)
1x Regen Ring - steal or win from Torama in Esthar snowfield.
1x Force Armlet - purchase in Esthar city after acquiring Tonberry's "Familiar" Menu
2x Energy Crystal - win from Elnoyle in Esthar city complex.

Quistis' Save the Queen

2x Malboro Tentacles - steal or win from Malboro's on Island Closest to Hell
4x Sharp Spike - steal from Grand Mantis in forests outside Edea's house
4x Energy Crystal - see Rinoa

Irvine's Exeter

2x Dino Bone - Defeat T-Rexaur on Island Closest to Hell or in Training Facility
1x Moon Stone - Steal from Elnoyle in Esthar city complex.
2x Star Fragment - Steal from Iron Giants in Esthar city complex or win from Tri-face on Island Closest to Heaven.
18x Screw - Steal or win from Geezards outside Deling City.

Selphie's Strange Vision

1x Adamantium - see Squall
3x Star Fragment - see Irvine
2x Curse Spike - Steal or win from Tri-face or Malboro on Island Closest to Heaven.

Chocobo Racing

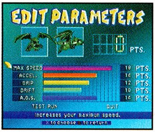
Secret Characters

This is the method to receive secret characters. First, you must clear the Story Mode one time and then you can edit your own character from the default character. Each time the Story Mode is cleared, you can edit additional characters. Once you clear the Story Mode a second time, a screen will appear that says "A New Challenger Arrives." Now Squall will challenge you to race on his own special FF track. If you manage to defeat him, you'll get to use him and the special FF track in the Grand Prix mode of the game.

More characters will present themselves each time the Story mode is completed. If you want to choose an additional character in the Select Racer Screen, you must move the cursor to Squall. Now hold the buttons as shown below while pressing X to choose the racer:

1 time = Bahamut
2 times = Squall
3 times = Cid Tank (tank from Chocobo's Dungeon 2) [hold L1]
4 times = Mumba (from FF VIII) [hold L2]
5 times = Cloud (on his Hardy Daytona) [hold R1]
6 times = Cactuar (from the FF series) [hold R2]
7 times = Aya (police car from Parasite Eve) [hold L1+L2]
8 times = Original Chocobo (from FFIV & V) [hold R1+R2]
9 times = Airship (from FF IV & V) [hold L1+R1]
10 times = Jack (just a guy?) [hold L2+R2]

SELECT RACER
BAHAMUT
Dragon Wings
X to choose



NFL Xtreme 2

New Fields and Large Players

Aircraft Carrier Field
Enter "AIRCRAFT CARRIER" as a name at the Player Creation Screen. Then, select the "Quick Start" option to start a new game.

Egyptian Field
Enter "EGYPT SPHINX" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Pool Table Field
Enter "POOL TABLE" as a name at the Player Creation Screen. Then, select the "Quick Start" option to begin a new game.

Large Players
Enter "BIG BEN" as a name at the Player Creation Screen.

Do you have a trick that you, and only you, know? Don't hold back—write us at:

Official U.S. PlayStation Magazine
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Oak Brook, IL 60522-3338

Sorry, we cannot respond to individual letters asking for codes or tricks.

NCAA Football 2000

Tons of Cheat Codes

From the Main Menu enter the Game Options screen. Scroll down to access the Secret Code entry screen and input any of the following codes:

All exhibition mode stadiums	STADSGALORE
Maximum recruiting points	STAFFUP
Super stats team	UNSTOPPABLE
Receivers always catch the ball	GIMMEDABALL
Defense always intercepts	PIXGALORE
Defense always tackles	BRICKWALL
Extra-long kicks	ICBM
Knock down referee for one point	BADCALL
Faster daylight effects	TIMEFLIES
View CPU plays	MINDREADER
View introduction sequence	BIGSCREEN
View entire rankings	CONTROVERSY
1946 Notre Dame	GOLDPAINT
1947 Army	INSIDENOUTSIDE
1957 Notre Dame	STREAKOVER
1962 USC	FIGHTFORTROY
1962 Wisconsin	BUCKY
1965 UCLA	REVENGE
1966 Notre Dame	TAKETHETIE
1967 USC	WHITEHORSE
1967 UCLA	PRESSBOX
1968 USC	NICERUN
1969 Arkansas	WOOPIGSOOEY
1969 Texas	TEXASFIGHT
1970 Ohio State	BRUTUS
1971 Nebraska	GAMEOFTHECENTURY
1971 Oklahoma	SCHOONER
1973 Alabama	PLAYTHEPASS
1974 USC	RALLY
1975 Arizona State	DEJAVU
1976 Georgia	HEDGES
1978 Alabama	GOALLINESTAND
1979 USC	MVPRUN
1981 Clemson	TOUCHTHEROCK
1982 Cal	THEPLAY
1982 Georgia	SICEMDAWGS
1983 Nebraska	GOFOR2
1984 Boston College	MIRACLE
1985 Alabama	BLOCKTHATKICK
1985 Auburn	SMARTBACK
1986 Penn State	LINEBACKERINT
1986 Miami	FATIGUES
1987 Miami	MONSTERD
1987 Oklahoma	SLOWSTART
1988 Notre Dame	LEPRECHAUN
1988 UCLA	LBBRUINS
1988 West Virginia	HURTQB
1989 Colorado	MISSEDCHANCES
1989 Notre Dame	LIFTOFF
1991 Miami	SHUTOUT
1991 Michigan	NICEPOSE
1991 Washington	WILDDOGS
1992 Alabama	REALMENPLAYZONE
1992 Miami	TOOTALENTED
1993 Florida	TOMAHAWK
1994 Miami	RUNOUTSIDE
1994 Nebraska	STEAMROLLER
1994 Oregon	GREENGANG
1994 Penn State	ALMOSTNO.1
1996 Florida	PUTINLARRY
1996 Florida State	GETTHEQB
1997 Washington	TURNOVER
1997 Nebraska	CORNFED
1997 Michigan	SPLITVOTE
1997 Tennessee	SMOKEY
All Tiburon Team	LASERBEAMS
All EA Sports Team	INTHEGAME

Warzone 2100

Cheat Mode

First, you must hold the Start button on controller two and power on the PlayStation. Continue to hold the button until the Main Menu appears. Then at the Main Menu Screen or while the game is paused, press L1, R1, R2, L1, Select, Start to enable cheat mode. You will know it worked if the Menu options for Campaigns 2 and 3 are unlocked. Now the following codes may be enabled:

Enable Level Skip:
While playing the game, press Select on controller two.

Enable God Mode:
While playing the game, press Triangle on controller two. This also lets you see all hidden objects.

Enable Infinite power:
While playing the game, press Circle on controller two.

Enable All Items:
While playing the game, press X on controller two.

Enable Super Unit Strength:
While playing the game, press Up on controller two.

Enable Weak Unit Strength:
While playing the game, press Right on controller two.

Current Research Completed:
While playing the game, press Down on controller two.

Additional Structures:
While playing the game, press R1 on controller two.

Additional Units:
While playing the game, press R2 on controller two.

Enable Debug:
While playing the game, press Left on controller two.

Street Sk8er

Multiple Cheats

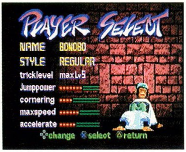
Mirrored Courses and All Gates Open
On the Main Menu Screen, press Right, Circle, Square, Left, Square, Circle, R1, L1. When you put in the code correctly, you'll hear "Yeah!"

All boards
On the Main Menu Screen, press Right(2), R1, R2, Left(2), L1, L2. When you put in the code correctly, you'll hear "Yeah!"

Play as Sarah
On the Main Menu Screen, press Left(2), Square, Right(2), Circle, R1(2). When you put in the code correctly, you'll hear "Yeah!"

Play as Mick
On the Main Menu Screen, press Left, Right, Circle, Square, R2, L1, L2, R1. When you put in the code correctly, you'll hear "Yeah!"

Play as Bonobo the Monkey
On the Main Menu Screen, press Right, Circle, Left(2), Circle(2), Square(2). When you put in the code correctly, you'll hear "Yeah!"



PLAYER SELECT
NAME BONOBO
STYLE REGULAR
tricklevel maxLv5
jumppower
cornering
maxspeed
accelerate
change select return

PARASYTE
SAILOR MOON
ICE BLADE
MAGIC KNIGHT RAYEARTH
HARLEM BEAT
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PaRappa the Rapper
Bushido Blade Strategy

Demo Disc includes: playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars non-playables: NHL FaceOff 98, Ghost in the Shell

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Cool Boarders Strategy

Demo Disc includes: playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Käsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4 non-playable: One

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Resident Evil 2 Feature
Tomb Raider II Strategy

Demo Disc includes: playables: NFL GameDay 98, CART World Series, Frogger non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

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Dead or Alive Feature
1997 *OPM* Editors' Awards

Demo Disc includes: playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

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playables: Bloody Roar, Monster Rancher, Shipwreckers non-playables: Alundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

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10 Overlooked PS Picks
Resident Evil 2 Strategy

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May 1998

10 Greatest PS Fighters
Tekken 3 Strategy

Demo Disc includes: playables: Einhänder, Gex: Enter the Gecko, Klonoa non-playables: Dead or Alive, Gran Turismo

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June 1998

Metal Gear Solid Preview
Gran Turismo Review

Demo Disc includes: playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive non-playables: Tomba, Jersey Devil

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July 1998

Demo Disc Only!

playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

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Issue #11–$15

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Metal Gear Solid
Vigilante 8 Strategy

Demo Disc includes: playables: Tekken 3, Turbo Prop Racing non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

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Issue #12–$10

September 1998

PlayStation's Birthday
Elemental Gearbolt Strategy

Demo Disc includes: playables: Spyro the Dragon, Duke Nukem: Time to Kill, WWF War Zone, The Unholy War, S.C.A.R.S. non-playables: Metal Gear Solid, Rival Schools, Test Drive 5

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Volume 2 Issue 1–$10

October 1998

Spyro the Dragon Strategy

Demo Disc includes: playables: Metal Gear Solid, Legacy of Kain: Soul Reaver, Test Drive 5, Devil Dice, Brunswick Bowling, Ninja, NFL Xtreme, Cool Boarders 3 non-playables: Parasite Eve, Rival Schools, NFL GameDay 99

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November 1998

Tomb Raider III
Metal Gear Solid Strategy

Demo Disc includes: playables: MediEvil, WarGames: Defcon 1, G. Darius, Dragon Seeds, Colony Wars: Vengeance, Future Cop L.A.P.D., non-playables: Crash Bandicoot: WARPED, Abe's Exoddus, Brave Fencer Musashi, Rugrats, T'ai Fu, Tenchu, You Don't Know Jack

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Volume 2 Issue 3–$10

December 1998

Metal Gear Solid
Crash Bandicoot: WARPED Strategy

Demo Disc includes: playables: Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo, non-playables: Silent Hill, Knockout Kings, Big Air

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Volume 2 Issue 4–$10

January 1999

Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes: playables: Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu non-playables: Rugrats, Test Drive: Off-Road 2

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Volume 2 Issue 6–$10

March 1999

PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes: playables: Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er non-playables: NCAA Final Four '99, Guardian's Crusade

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Volume 2 Issue 7–$10

April 1999

The Year of the RPG
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar non-playables: Legend of Legaia

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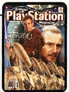

May 1999

Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables: Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender non-playables: 3Xtreme, Centipede, Driver, G Police 2, Gauntlet Legends

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Volume 2 Issue 9–$10

June 1999

Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables: Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure non-playables: Star Ocean: The Second Story, Bloody Roar 2, MLB 2000, Jade Cocoon, Tony Hawk's Pro Skater

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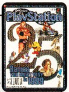

July 1999

25 Games You Must Play
Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samuri, Bloody Roar 2 non-playables: Jet Moto 3, Xena: Warrior Princess, Macross VFX 2, Street Fighter Alpha 3

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Volume 2 Issue 11–$10

August 1999

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball non-playables: Shao Lin, NFL GameDay 2000, NFL Xtreme 2

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gadgets, electronics, arts and recreation

by Gary Steinman
gary_steinman@zd.com

⚙⚙⚙⚙⚙ 5G No question, this should be in your home
⚙⚙⚙⚙ 4G Recommended, very cool
⚙⚙⚙ 3G Pretty good, check it out
⚙⚙ 2G Below average
⚙ 1G Very lame

Arcade Cabinet

Here's something you're not likely to find at Ikea: a piece of furniture designed to hold your PlayStation, television, controllers, games and other accessories. The **Home Arcade System** is easy to set up, requiring no tools, but it can only accommodate a TV no bigger than 17 inches. It's also a bit wobbly when loaded down with heavy items, but it manages to stay upright nonetheless. Perfect for a dorm room or for apartment dwellers.

Blaze $79.99
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U Rappin' Cool!

You know a product is something special when everyone in the office immediately puts dibs on who gets to keep it. And that's exactly what happened with these superfly **PaRappa figures**. All the details, from PaRappa's orange knit cap to Sunny Funny's white cotton knickers, are just perfect. And the little wind-up dancing figures are cute enough to melt any jaded gamer's heart. Even better, we also hear that an Um Jammer Lammy figure will soon be available!

ReSaurus $5–$10
www.resaurus.com ⚙⚙⚙⚙⚙

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When we last put this chair through its paces about a year ago, we panned it due to numerous problems ranging from poor design to a ridiculous price. Since then, though, Imeron has redesigned the **Intensor LX** to address these problems—and we're pleasantly surprised to report it's turned out to be a pretty nifty item. The chair thumps and rumbles along with bassy sound effects like shooting guns or flying fists, and the speakers can really crank, providing a quality surround-sound experience. Unfortunately, it's still somewhat uncomfortable, and the price, while significantly lower than before, is still a bit prohibitive.

Imeron $179
www.imeron.com ⚙⚙⚙

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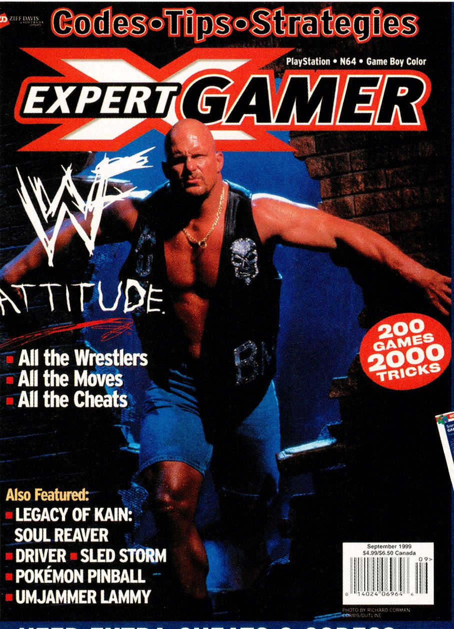

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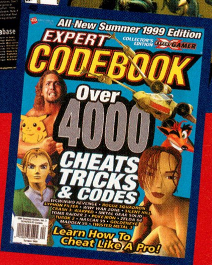

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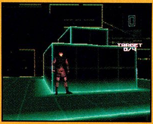
Metal Gear Solid: VR Missions

Players	1	**Developer**	Konami
Availability	October	**Publisher**	Konami
Analog Compatible	Yes	**Genre**	Action

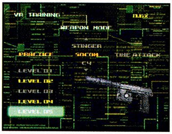
✕	**Crouch/Stand**
○	**Punch/Kick**
□	**Use Weapons**
△	**First-Person View**
L1	**Easy Equip Item**
L2	**Item Select**
R1	**Easy Equip Weapon**
R2	**Weapon Select**



Master Control Awaits
While the stages look like something straight out of TRON, don't be deceived; they are just as intense as those found in the original.

What is it?

Solid Snake is back! Well, sort of. Think of this as a simulation of what secret agents do when there aren't any world-threatening villains around. This stand-alone disc features tons of "VR Missions" to test your espionage mettle, and until the next-generation Metal Gear comes along, this is as good as it gets. But don't worry—it's pretty damn good.



What to expect in the full game:

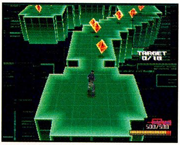
Over 300 VR missions: sneaking missions (practice and time attack), weapons missions (practice and time attack), timed missions, vs. missions, "special" missions (vs. 12 enemies, one-min. battle, puzzle missions); ninja mode; murder mystery mode; photography mode.

Our advice:

If you've played Metal Gear Solid, then you'll slip right into the VR missions. If you haven't, here are a few tips. First, avoid detection whenever possible. The guards outnumber you, and you will lose. Second, learn to crawl, press your back against the wall, and otherwise stay out of sight. If you go galumphing around like an elephant, you will be seen. Third, your own weapons can harm you, so aim carefully and keep those missiles away from nearby walls. Fourth, no matter how close you are to a guard, if he hasn't heard you and you're not in his cone of vision, he cannot "see" you. Surprise him. Fifth, guards are stupid and have no memory. If they spot you, run around and stay out of sight until they get confused and forget you exist. Fifth, quickly de-equip and re-equip your weapon to reload. Reload during breaks in the action so you can keep firing when you need to. Sixth, aim your shots (when you have the time) using the first-person mode. It's far more accurate that way.

But most of all: practice, practice, practice! Badass spies aren't born in a day, ya know.

WEAPON MODE FA-MAS
LEVEL 04 CLEARED



Tactical Espionage Data

Here's some quick pointers for the various levels you'll come across in the demo.

WEAPONS MODE: There's no time pressure here, so most of the weapon modes can be beaten with enough patience. Take things slowly; use these missions to familiarize yourself with the various weapons. A single time-attack (FA-MAS 03) awaits; strafe each aisle of targets as quickly as possible to clear them out.

SPECIAL MODE: Next take on the One-Min. Battles with targets. For the FA-MAS, run up and down the aisle, firing at the ones you see and taking out the ones in the wings you can't. Grenade: bombard the center of the ring with non-stop blasts. PSG1: go to the second box of Diazepan then snipe the bottom row, top row, bottom row, top row, etc. Stinger: shoot at targets in clumps to try to get chain explosions.

Now, take on the vs. enemy One-Min. Battles. Socom: stay on the ledge and pick them off without being detected. FA-MAS: run into a corner so they have to come to you. PSG1: take the Diazepam and snipe 'em row by row. Can you get a double shot? Finally, with the Stinger, aim toward the floors and walls to catch multiple guards up in splash explosions.

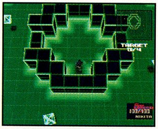
Your final demo challenge is the Vs. 12 Battle. Your weaponry is limited, so master the neck snap (grab them with Square, then push Square repeatedly). Place the C4 and the Claymore on the floor. Remember where you dropped them, then get spotted and lure a large group of guards there. Get out of the way and—kaboom! This mission is the most difficult on the demo, and success will be oh-so-sweet.

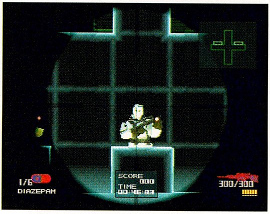
Did you try:

Attaching C4 to a guard's back? HA, HA, ha, ha, wheee! Err, violence is bad, m'kay?

OPM psychic sez:

Thought Metal Gear Solid was too short? The VR missions should keep you busy for days. The creative VR concept lets the designers use the solid Metal Gear (get it?) engine in many unique ways. VR Missions is a smorgasbord of covert operations—hope you're hungry.





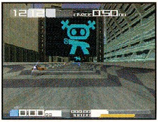
WipeOut 3

Players	1-2	**Developer**	Psygnosis
Availability	Q1 2000	**Publisher**	Psygnosis
Analog Compatible	Yes	**Genre**	Racing

✕ **Accelerate**
○ **Fire Weapon**
□ **Discard Weapon**
△ **Change View**
L1 **Rear View**
L2 **Left Airbrake**
R1 **Hyper Thrust**
R2 **Right Airbrake**

What is it?

Psygnosis' futuristic racer has always perfectly fused style and substance. The first two titles are classics in their own right; hopefully, the third time's also a charm.



What to expect in the final version:

Hi-res graphics; eight racing teams, eight tracks and 12 weapons (seven new weapons); analog control and Dual Shock support; split-screen two- player mode; Tournament, Challenge and Death Match modes; 5-10 new licensed music tracks chosen by DJ Sasha.

Our advice:

Go fast but don't hit things. More specifically, master air-braking around turns, as it's the only way to keep your momentum going. You'll never beat the record unless you hit all the speed arrows, so memorize their locations and bank around turns accordingly. Sacrifice your energy for a speed burst and hit the pit stop; the time you gain through accelerating is far more than you "lose" refueling. Know when to use a weapon immediately, when to hold on to it for a while, and when to discard it in hopes of picking up something better. Study the map (see below) and learn the shortcuts. Remember, the other racers are minor distractions. The track is the true enemy.

If you can successfully beat the record time of 1:40, you'll unlock a faster racing circuit and a more advanced ship. Easier said than done.

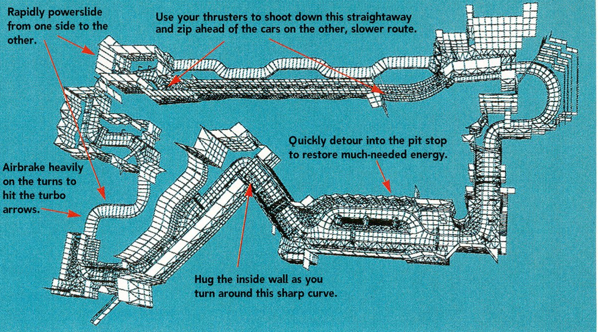
OPM psychic sez:

The graphical flash is firmly in place, and the analog control is sweet. If DJ Sasha can serve up the tunes to match, Psygnosis' flagship racer will be once, twice, three times a winner.

Time Is Of The Essence

One of the more important play techniques to consider in WipeOut 3 is making it to a track checkpoint on time. Dawdle around too much, and you'll find yourself disqualified. WipeOut 3, after all, is more about racing than combat.

Know Thy Racetrack, And Know Thyself


Rapidly powerslide from one side to the other.
Use your thrusters to shoot down this straightaway and zip ahead of the cars on the other, slower route.
Quickly detour into the pit stop to restore much-needed energy.
Airbrake heavily on the turns to hit the turbo arrows.
Hug the inside wall as you turn around this sharp curve.

Omega Boost

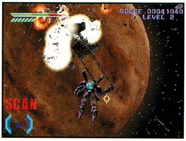
Players	1	**Developer**	Polyphony Digital
Availability	October	**Publisher**	Sony CEA
Analog Compatible	Yes	**Genre**	Action

✕	Attack
○	Boost
□	Attack
△	Boost
L1	SCAN (face opponent)
L2	Not Used
R1	Stand Still
R2	Rear View

What is it?
While playing Panzer Dragoon Zwei, a Sony executive hit upon the perfect way to make the game even better: add giant humanoid robots! Polyphony Digital (developers of Gran Turismo) were drafted for the cause, and the result is Omega Boost.

What to expect in the final version:
Nine missions with insane enemies and bosses; live-action FMV story sequences; upgradeable mechs and weapons; art gallery; advanced challenge mode.

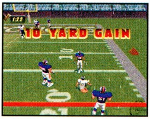
Our advice:
Omega Boost offers more freedom of movement than almost any 3D shooter to date—it can be a bit daunting. Normal movement has your ship "gyrating" around a central point on a track; it's as if you're always facing toward the inside of a hollow sphere. Standing still lets you pivot your ship's position from a fixed point in space. Use the SCAN command to get your bearings. Practice in the two training missions, then take on the Zone Play. When facing swarms of enemies, face them, lock on, and fire. The large space station can be defeated by repeated circling bombardment. The enemy mech can be taken out with repeatedly locking on, firing and boosting out of the way.

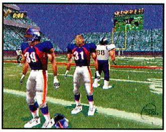


NFL Xtreme 2

Players	1-8	**Developer**	989 Studios
Availability	Now	**Publisher**	989 Studios
Analog Compatible	Yes	**Genre**	Sports

✕	Snap Ball/Pass/Charge
○	Switch Player/Special Move
□	Camera/Special Move/Lateral
△	Jump Catch/Hurdle
L1	Stiff Arm Left
L2	Turbo (hold)/Break Tackle
R1	Stiff Arm Right
R2	Turbo (hold)/Break Tackle



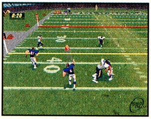


What is it?
989 Studios again attempts to meld football strategy with Blitz-like action.

What to expect in the final:
250 animations; 130 celebrations; smack talk from 24 real NFL players; crazy tackles; real teams and players.

Our advice:
Is it a sim football game with arcade gameplay, or an arcade football game with heavy sim elements? No one really knows. Master the inordinately complex control scheme to be rewarded with a perplexingly empty gameplay experience. If you must play, stick to the passing game and let the game find an open receiver for you.

***OPM* psychic sez:**
If at first you don't succeed, concede. In this case, concede the market niche to NFL Blitz.



Jet Moto 3

Players	1-2	**Developer**	PCP&L Co.
Availability	September	**Publisher**	989 Studios
Analog Compatible	Yes	**Genre**	Racing

✕	Gas
○	Hop
□	Brake
△	Turbo
✕ & □	Power Slide
L1	Roll Left
L2	Grapple
R1	Roll Right
R2	Grapple

What is it?
Singletrac may have left the building, but the Jet Moto franchise lives on. Remembering Twisted Metal III proved that a series cannot thrive on name recognition alone—how will Jet Moto fare?

What to expect in the final:
Nineteen tracks; special "stunt" tracks; 11 racers, each rated by acceleration, top speed and weight; grappling and rolling; MotoPhysics engine; 30 fps engine.

Our advice:
Learn to roll, learn to grapple; learn to powerslide. Learn to never, ever stop accelerating. You must learn to use every skill at your disposal. Keep an eye on other cars to learn the shortcuts. With the proper finesse on the curves, you'll never have to slow down.

***OPM* psychic sez:**
The demo's gameplay seems to keep the series' famous frenetic pace and crazy course designs. But how does the full game pan out? The thumbs are uncertain.

Championship Motocross featuring Ricky Carmichael

Players	1-2	**Developer**	Funcom
Availability	Q4 99	**Publisher**	THQ
Analog Compatible	Yes	**Genre**	Racing

✕ Accelerate
○ Special Moves
□ Brake
△ Camera
L1 Not Used
L2 Special Moves
R1 Not Used
R2 Not Used

What is it?

Everyone loved Excitebike —so why not revive the genre of dirtbike racing? THQ has done the dirty work for motocross fans everywhere.

What to expect in the final version:

Nine customizable bikes (including Kawasaki's KX Range); 12 tracks including Motocross, Supercross and Enduro events; realistic physics and graphics engine; five play modes (Championship, Quick Race, Two-Player, Time Attack and Practice).

Our advice:

Accelerate, powerslide and avoid the walls. The track is fairly obstacle free, and there's really not much else to it. Just avoid those walls, man!

OPM psychic sez:

The single track in the demo seems rather ordinary, but the game itself promises a wide variety of options for motocross and racing fans. Check out the review this issue to see if it lives up to its potential.

Toy Story 2

Players	1	**Developer**	Traveller's Tales
Availability	December	**Publisher**	Activision
Analog Compatible	Yes	**Genre**	Action

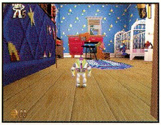
✕ Jump/Double Jump
○ Whirling Dervish Attack
□ Fire Arm Laser
△ Not Used
L1 Helmet-cam Mode
L2 Pan Camera Left
R1 Auto Target (in helmet-cam)
R2 Pan Camera Right

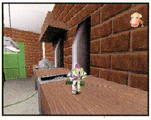
What is it?

In a bold marketing decision, Disney is releasing a licensed videogame alongside their latest animated movie.

What to expect in the final:

Toy Story 2 cast; 15 levels; range of gadgets; helmet-cam action; open-ended game structure





Our advice:

The demo inexplicably ends every time you receive a single Pizza Planet token, but there's four tokens to be found. The first is from a robot in the attic; the second is earned by racing RC around the car in the garage. The third is obtained by bringing 50 coins to Hamm on the couch, while the fourth is received by returning Bo Peep's five sheep to the kitchen table. Always use the helmet-cam to target enemies!

OPM psychic sez:

The targeting system seems rather awkward (you have to switch to first-person view) but the level design and goals are intriguing. Hopefully the later levels will capture more of the movie's character and feeling.

Bugs Bunny: Lost in Time

Players	1	**Developer**	Behavior Ent.
Availability	Now	**Publisher**	Infogrames
Analog Compatible	Yes	**Genre**	Action

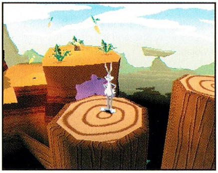
✕ Jump
○ Crouch/Sneak/Ear Propeller
□ Kick/Drop Object
△ Look Around
L1 Roll
L2 Pan Camera Left
R1 Action
R2 Pan Camera Right

What is it?

The first 3D Looney Tunes title, and it stars everyone's favorite wascally wabbit.

What to expect in the final:

Five time periods (Stone Age, Medieval Times, Pirate Years, The 1930s and Dimension X); 20 levels; Looney Tunes characters such as Elmer Fudd, Yosemite Sam and Marvin the Martian; 3D platforming adventure.



Our advice:

It's easy to miss jumps if you don't adjust the camera properly. Watch your timing on the brontosaurus heads! The first time you meet Elmer, jump on his head to reach higher platforms. The second time, dive into a hole and he will come over to investigate. Burrow to another hole, jump out and kick the distracted Elmer.

OPM psychic sez:

An enjoyable platformer that successfully captures the look and spirit of Looney Tunes cartoons.

Demo Disc

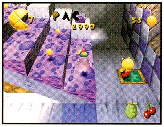
If a picture is worth a thousand words, a playable demo is worth a million

Pac-Man World

Players	1	**Developer**	Namco
Availability	October	**Publisher**	Namco
Analog Compatible	Yes	**Genre**	Action

✕ **Jump**
✕+✕ **Butt-Bounce Attack**
○ **Pac-Dot Attack**
□ **Rev-Roll**
△ **Not Used**
L1 **Not Used**
L2 **Adjust Camera**
R1 **Not Used**
R2 **On Screen Display**

That's a-maze-ing!
The maze mode gives classic Pac-Man gameplay a 3D facelift. Different camera angles let you see the whole field at a glance or zoom in on the action. As if this isn't enough, the full game also includes the classic Pac-Man with the original graphics. Wakawakawakawakawaka...



What is it?
Dozens of mascots are introduced to the gaming scene each year—and dozens of them die, unmourned. But 20 years ago there appeared a pie-shaped yellow guy who remains an icon to this day. It's been awhile, but the Pac-Man is finally returning to the gaming scene.

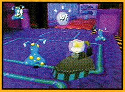
What to expect in the final:
3D platforming environments; 2D and free-roaming levels; maze, adventure and boss levels; quest, maze and classic modes; remixed Pac-Man tunes.

Our advice:
Use the first level to familiarize yourself with the controls. Open every chest and pick up every piece of fruit for bonuses at the end of the level. The second level offers more of a challenge. Jump to the center of the spinning platforms, and don't get bumped off the edge by the bumper cars. Open every fruit door you find (you may have to backtrack) and gather the letters "PAC-MAN"; this gives you access to a fruit-filled bonus level.

OPM psychic sez:
Skeptics may accuse Namco of milking a character, but the game plays surprisingly well. That it's the first product from Namco's U.S. development team is doubly exciting. Platforming fans should give it a look-see.

Rugrats: Studio Tour

Players	1-4	**Developer**	n-Space
Availability	November	**Publisher**	THQ
Analog Controller	Yes	**Genre**	Action



What is it and why should I care?
The latest Rugrats game offers kart racing, outer space and pirate adventures and the ever-popular mini-golf. A big license with the junior jet-setters, with characters that quite a few tube fiends (and big-screen goers) seem to really like.

***OPM* video critic sez:**
Rapid-fire MTV-style cuts jar with the game's cutesy look—and let's hope the game's full soundtrack has a wider range of samples. If the game is anything like the video, Pikachu may have some competition in the Let's Make a Seizure game. Thumbs down.

Countdown Vampires

Players	1	**Developer**	Bandai
Availability	Q1 2000	**Publisher**	Bandai
Analog Controller	Yes	**Genre**	Action

What is it and why should I care?
A survival horror game from Bandai. Play as human or vampire, 37 different levels, Resident Evil-style gameplay. Plenty of gruesome sights and twisted beasties to induce insomnia. Cool weapons, and it's chock-full o' nutritious B-grade violence.

***OPM* video critic sez:**
The CG looks pretty good, and the gameplay, while early, looks like it'll do. Lots of zombies—I mean vampires! If you can overlook the apparently derivative play, you'll probably be interested in this one. I wonder why they didn't license Buffy. Tentative thumbs up.

Wu-Tang: Shaolin Style

Players	1-4	**Developer**	Paradox
Availability	Q1 2000	**Publisher**	Activision
Analog Controller	Yes	**Genre**	Fighting

What is it and why should I care?
EA killed Thrill Kill, but the engine lives on in Wu-Tang. Violent four-player battles and exclusive Wu music makes this one to watch. This could be a dormrat's dream with a little tweaking.

***OPM* video critic sez:**
Nice tunes, but the character models look a little blocky. There's some potential for play depth if Paradox can work more moves and counters in. Hopefully this final game will offer more than gore. Thumbs up, for now.

Fighting Force 2

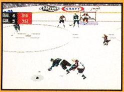
Players	1	**Developer**	Core
Availability	Q1 2000	**Publisher**	Eidos
Analog Controller	Yes	**Genre**	Action

What is it and why should I care?
The first Fighting Force wasn't much to speak of, but Eidos has reworked the sequel from the ground up. This time, the game plays more like Metal Gear Solid or Syphon Filter than Final Fight. Hopefully, Core'll use this engine for Tomb Raider: Last Revelation.

***OPM* video critic sez:**
Cool bass riff, nice explosions. This is one series that needed to be rebuilt from scratch; hopefully the effort will pay off. The slick graphic environments are a far cry from the glitchy, crude, blandly textured ones of the first game, that's for sure. Thumbs up.

NHL FaceOff 2000

Players	1-8	**Developer**	989 Sports
Availability	September	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports



What is it and why should I care?
A hockey game with all the trimmings: 150 animations; all the teams and players; strategies by Scotty Bowman; commentary by Mike Emrick and Darren Pang. Hats for hat tricks and a glowing puck round out the enhancements to this game.

***OPM* video critic sez:**
The commentary sounds stilted in playback, and, for some reason, only a single gameplay camera angle is shown. Hopefully, this year's title can successfully compete with NHL 2000. Thumbs down, with hope for improvement.

Medal of Honor

Players	1	**Developer**	Dreamworks Int.
Availability	September	**Publisher**	Electronic Arts
Analog Controller	Yes	**Genre**	Action

What is it and why should I care?
The closest thing to a *Saving Private Ryan* game, this Stephen Spielberg-approved WWII sim looks hot. Covert action behind enemy lines; authentic WWII action and FMV sequences; 30 different levels; 15 weapons and three different two-player modes.

***OPM* video critic sez:**
Now this is a cool video! The soundtrack is great (the game has 16 original orchestrated tunes), and it's great to see the designers have a sense of humor with this nice-looking game. Thumbs up!

NBA ShootOut 2000

Players	1-8	**Developer**	989 Sports
Availability	November	**Publisher**	989 Studios
Analog Controller	Yes	**Genre**	Sports

What is it and why should I care?
The latest basketball game from Sony. There's 300 new moves for six positions; 42 signature dunks; design your own dunk; TV-style flash and presentation. Slick graphics make it the best-looking game of roundball on the console.

***OPM* video critic sez:**
Graphically speaking, it certainly looks nice. If they can get some strategic depth and a workable AI, as well as tighter controls, this game could exceed the arcadey antics of its predecessors. Tentative thumbs up—maybe.

Hot Wheels Turbo Racing

Players	1-2	**Developer**	Stormfront Studios
Availability	September	**Publisher**	Electronic Arts
Analog Controller	Yes	**Genre**	Racing

What is it and why should I care?
Think of Codemasters' Micro Machine titles in full 3D. Forty Hot Wheels cars; 12 tracks across four worlds; crazy corkscrews and loops; mid-air stunts, licensed soundtrack. There really isn't a racer this "extreme," cliche intended.

***OPM* video critic sez:**
Realistic it ain't, but fun it just may be. Looks to capture the pure joy of racing Hot Wheels with your friends. And any game with the Danger Changer can't be all bad! Graphics can get a bit rough, but thumbs up nonetheless..

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Next Month
A look ahead at our next issue

November 1999

Official U.S. PlayStation Magazine

On sale Oct. 12

When the November issue of *OPM* hits the stands, holiday gaming madness will be in full swing—which means that Crash will be back. But is he as entertaining when he's caged up in a car as he is when hopping around, defeating evil? We'll give you the answer when we review Crash Team Racing next month. Also look for coverage on who is quickly becoming the annual PlayStation holiday babe—Lara Croft—when we reveal all new information on Tomb Raider 4. And don't miss our reviews of Grandia, Dune 2000, Revolt, NHL FaceOff 2000, WipeOut 3 and more!

Official U.S. PlayStation Magazine
Demo Disc
SONY

Check Out Our Next Demo Disc!

PLAYABLES: LEGACY OF KAIN: SOUL REAVER, GRANDIA, NFL BLITZ 2000, COOL BOARDERS 3 (GREATEST HITS), CRASH 3: WARPED (GREATEST HITS), 40 WINKS, MAG 3

NON-PLAYABLES: FEAR FACTOR, SUPERCROSS CIRCUIT, DEMOLITION RACER, KINGSLEY'S QUEST, G-POLICE: WEAPONS OF JUSTICE

Editorial content subject to change

ELECTRONIC GAMING MONTHLY™

On Sale Now

To him, life is a great big bang-up
Wherever there's a hang-up
You'll find the Spider-Man!

In the October issue of *Electronic Gaming Monthly,* we have exclusive info and screens of Activision's Spidey action game. We're the only magazine in the world to have played it. Plus, exclusive info on the new movie and the TV show set to hit this fall.

AND...More reviews than ever before: 40 games in total, 20 on the Dreamcast! Is Soul Calibur the finest fighting game ever made? Find out. Also, all the latest games for all systems previewed, cool tricks for all systems and plenty of peripheral reviews.

EXPERT GAMER™

On sale Sept. 21

Dreaming of strategy and codes? *Expert Gamer* won't lull you to sleep in September, as our Dreamcast coverage begins in force. Look to *XG* for the best moves and strategies on Soul Calibur. This sweet fighter looks to be THE launch title to have for DC. We also give you full walk-throughs of Sonic Adventure and Blue Stinger. Finally, don't miss the RPG of the year...Final Fantasy VIII. Our comprehensive 24-page guide will reveal all Guardian Force locations.

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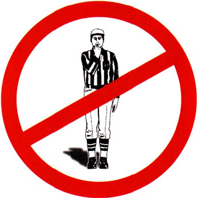

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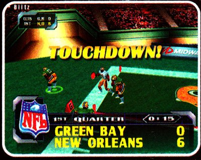

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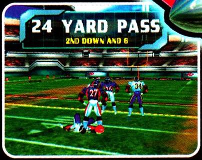

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"On-Fire" Mode gives super power performance to your hot, star players

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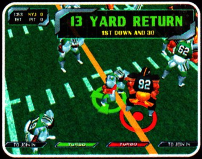

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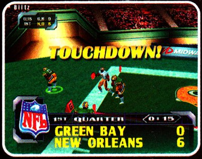

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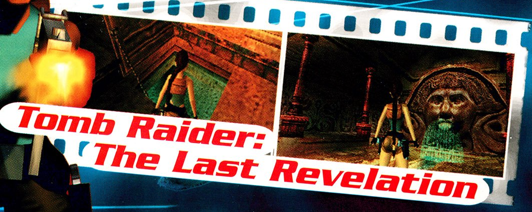

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